

# ROOT

The Tabletop Roleplaying Game



## QUICKSTART

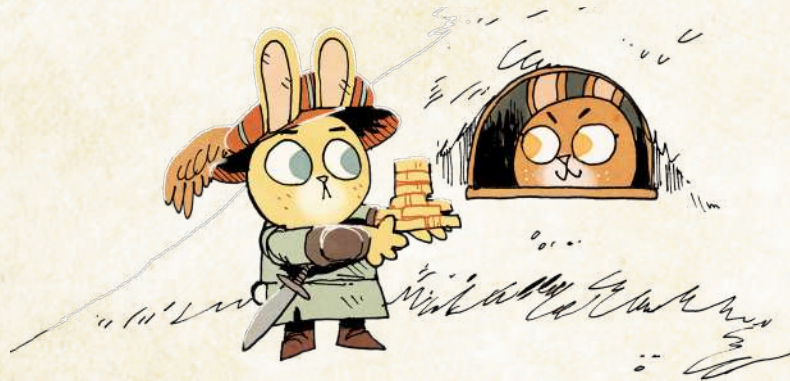
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## War Comes to the Woodland

The Marquisate soldiers marched into Patchwood in rows of three, halberds held high, orange banners flying, orange armbands displayed...proudly? Maybe not. Some of them were cats, stern-eyed and focused, but others were cats, mice, foxes—those who'd joined out of desperation or hope or greed, or even who'd been forced to join.

Nimble watched them all stroll by from his perch up in the tree. He was below the level of most of the bird housing in Patchwood, but well above the ground dwellers—hiding out in the liminal space between earth and sky, he liked to think. Unnoticeable. Silent. Stealthy—

“Hey Nimble! What’re ye doin’ up thar?”

Ellora’s voice, gritty but somehow light, tore through the sound of the soldiers’ tromping boots. Several of them turned their heads to look at the large badger, and then to follow her eye line up to Nimble, in the trees above. Nimble groaned, then slipped out of the tree, clambering between its branches and down its side with the alacrity that had earned him his name. He landed on his backpaws, and turned his eyes to Ellora, glaring. It didn’t take her long.

“Oh, ye were watchin’ the soldiers, all stealthy like,” she said. “Ach, an’ I spoiled it. My wrong, Nimble, sorry.”

He sighed and smirked at her. “It’s fine. They were going to notice us eventually, right?”

No sooner had he said those words than a small group of Marquisate soldiers peeled off from the rest, beelining towards Nimble and Ellora. Their leader, a cat missing one eye, folded his arms around his breastplate.

“A raccoon and a badger. Armed. Loitering in Patchwood, eh?” He craned his neck towards his troops, a pair of foxes, before he spat the next word: “Vagabonds.”

“Aye, vagabonds,” Ellora said. “We’d be happy to do ye a service for a fee. Maybe teach ye a thing or two about how to use that weapon at yer waist.” She reached for her own weapon, the two-handed sword on her back, but Nimble shook his head at her.

“We were just leaving, sir,” he said, and he began backing away from the troops, towards the tree line.

“Wait a moment...” One of the foxes spoke. “A raccoon and a badger...the two from Icetrap! You’re the vagabonds who stole that entire cart of iron!”

Nimble winced. He’d been counting on Patchwood being clear on the other side of the Woodland to help keep them under cover—who could’ve expected word would travel so fast?

The cyclopean cat lowered his halberd to point at her—“You’re under arrest!”—just as Nimble grabbed Ellora and began pulling her—“Time to go!”

“I can take them!” Ellora cried as she pulled her massive sword down in front of her. The cat officer thrust with the halberd’s point and she easily deflected the strike, followed by a deft sweep of the flat of her blade towards the cat’s legs, knocking him to the dirt.

“There’s a whole army here, Ellora! Can’t take a whole army! COME ON!” Nimble pulled out his slingshot and fired a rock at one of the other soldiers in one swift motion. It didn’t do much besides knock the soldier off balance, but it gave them more time to run if Ellora would just LISTEN—

“Fine, ye wee crumb, fine, we’ll run.” Ellora turned and dashed after Nimble, sheathing her sword, and the two disappeared together into the forest.



# About This Quickstart

This quickstart is a preview of **Root: The Tabletop Roleplaying Game**, including six playbooks; all the basic moves; rules for decay, exhaustion, and injury; equipment mechanics; Woodland generation tables; and more. Here, you'll find everything you need to get started playing and run through a few sessions of the game. These rules aren't intended to be taken as final—we'll be updating and adjusting the rules as we work on the final version of the game.

These rules might make more sense to those familiar with the Powered by the Apocalypse framework and games like **Dungeon World**, **Masks**, or **The Sprawl**, but they are designed to be usable by anyone. If you have any questions, or want to give feedback, you can head on over to our [Magpie Games forums](#). And if you want to see more, check out our [Kickstarter for Root: The Tabletop Roleplaying Game](#).

## Root: An Overview

### Summary

- ✦ **Root: The Tabletop Roleplaying Game** is based on the award-winning **Root: A Game of Woodland Might and Right** board game about conflict and power, featuring struggles between cats, birds, mice, rabbits, foxes, and more.
- ✦ In **Root: The TTRPG**, you all play vagabonds, denizens of the Woodland who have been cast out of “civilized” society, whether by their own volition or by exile. You venture throughout the Woodland fulfilling jobs and tipping the scales in the conflict between the factions.
- ✦ This game focuses on fun adventurous action and escapades, on the meaningful, lasting backdrop of the Woodland and its war. You'll get into big fights and stage cunning heists, and by doing so, you'll earn reputation with different Woodland factions, and perhaps even help them to take control over clearings.

### The Woodland

The Woodland is defined by the dense forests from which it takes its name. They obstruct travel and construction, and even after years of habitation, the Woodland denizens are largely confined to “clearings”, small largely-treeless areas within a sea of timber. They carved paths between the clearings, facilitating travel and trade, but those are far from “roads”.

Striding out into the forests between paths and clearings is a foolish, dangerous endeavor. Many denizens of the Woodland have done just that and never been heard from again. The forests play home to bandits and outlaws, to bears and deer, to harsh conditions and dangerous terrain. Any wise denizen sticks to the paths and clearings.

There are many species of Woodland denizen, but the dominant species include foxes, mice, rabbits, and birds. Clearings are populated mostly by one of the ground-dwelling species, with the birds spread out in the canopies across the Woodland.

Until relatively recently, the Woodland was held in the talons of the Eyrie Dynasties. Regal birds ruled the entirety of the Woodland from their roosts. They had their own bureaucracy and rules, and they perpetrated their own series of injustices. The other Woodland denizens weren't necessarily happy with the dominance of the Eyrie Dynasties, but...it was life.

And then the Dynasties tore themselves apart in a civil war, ultimately destroying what control they had over the clearings of the Woodland. In the new vacuum of power, many clearings were left in disarray, while others began to govern themselves, and maybe even one or two burgeoning kingdoms began to arise...

When the Marquise de Cat took notice, she led her soldiers in from a far-off empire, along with their knowledge of industry and engineering. She took control, by force, by enticement, by whatever means necessary. And soon enough most of the Woodland clearings were under her sway, with plenty of Woodland denizens “defecting” to her forces.

Now, the Eyrie Dynasties have finally managed to regroup and muster their forces. They are pushing to take their ancestral domain, while the Marquisate stands strong against them. And all the while, the other denizens of the Woodland are beginning to stir in new, defiant ways...



## The Vagabonds

There have always been vagabonds in the Woodland. Exiles, outcasts, strangers, oddities. Idealists, rebels, criminals, freethinkers. Those who don't fit into the clearings and the paths. Those who would prefer to live in the spaces between.

Most of the time, the life of a vagabond is focused on survival. They take what jobs they can when they visit clearings—most often the least desirable or most difficult jobs around—to get enough food and supplies to survive. Some even resort to crime to obtain the same resources, although any who primarily subsist on stealing from other denizens are more bandits or robbers than vagabonds.

But with those harsh truths of their lives, the vagabond gets something else: freedom. The social structures of clearings rarely have any hold on the vagabonds. The rulers and politicians may be able to threaten the vagabonds into compliance using force of arms, but even then, vagabonds have been hardened and sharpened by the harshness of their lives. They carry great skill in combat, and many are more than a match for even squads of soldiers or guards.

The vagabonds may not be welcome to call any clearing their home...but they are also free to move between clearings at will. And they are the only denizens brave—or crazy—enough to dwell in the forests in between clearings, where the true dangers lie.

## The Players

Each player in **Root: The TTRPG** will create a character, their own vagabond, using a playbook. A playbook is a kind of archetype of vagabond, a set of abilities and descriptors and story elements all wrapped together to help you make the coolest character possible. There are 6 playbooks included in this quickstart:

**The Arbiter:** a powerful warrior devoted to what they think is right and just.

**The Ranger:** a rugged denizen at home in the forest and the wild.

**The Scoundrel:** a troublemaker, arsonist, and destroyer.

**The Thief:** a clever and stealthy burglar or pickpocket.

**The Tinker:** a technically savvy maker of equipment and machines.

**The Vagrant:** a wandering rabble-rouser and trickster who survives on words.

## The Gamemaster

One player in your game of **Root: The TTRPG** will take on the role of Gamemaster, with the responsibility to represent the world of the Woodland. The GM will portray all of the other denizens who fill up the story. The GM isn't playing against the other players, either; their job is to portray the Woodland and make it an interesting, dramatic place of consequence and change.

## The Factions

The Woodland plays home to many denizens and powerful groups, all playing for control of its resources. These powerful groups are called “factions”, and they extend over the width and breadth of the Woodland.

This quickstart deals with two primary factions—the Eyrie Dynasties and the Marquisate. They are at war with each other for control over the woodland, and that war is the backdrop to the vagabonds' adventures.

There are other factions that might come into play eventually (if you're familiar with the **Root** board game, you can probably name quite a few), but for the sake of this quickstart, only those two are included.

### What About the Woodland Alliance?

The Woodland Alliance is one of our favorite factions in the **Root** board game, and one of the most important for the overall story of the Woodland. It represents an organized rebellion against the powers of the Eyrie and the Marquisate—but a rebellion that may not actually have the best interests of the Woodland denizens at heart...

While we will certainly have the Woodland Alliance included as a core element in the final version of the game, for this quickstart we've chosen to keep things simpler and keep the Woodland Alliance largely out of it. The character playbooks may still include references to the Woodland Alliance, but we're eschewing mechanics and rules for using them—only within this quickstart.

There is, however, one more “faction” of note within the woodland—the woodland denizens themselves. This faction is broken up and disunified—fox-dominant clearings don't necessarily agree with mouse-dominant clearings. But the opinions of the regular denizens will affect the vagabonds wherever they go.

In all cases, no faction is “good” or “evil”. All factions do right and wrong. All factions help the denizens sometimes, and hurt others. All factions have members who have empathy and honor and care about those around them, and members who are in this fight purely for their own selfish benefit.



## The Marquisate

Named for the Marquise de Cat who leads it, the Marquisate is either a faction of foreign invaders and colonizers, or a new force for order and industrialization—it depends upon whom you ask.

The Marquise de Cat comes from a foreign empire, and swept into the woodland with her army when the Eyrie Dynasties were no longer in power. No single clearing could truly resist her forces. She built her keep in the first clearing she entered, and from there set about industrializing the Woodland. Her forces constructed workshops and lumber mills, converting the resources of the Woodland into usable assets at a massive scale.

And all the while, the Marquisate recruited denizens to their cause. Under the Marquise's guidance, her recruiters claimed, they could make sure every mouth had enough food to eat, every denizen had a warm house to live in, every path was safe and every clearing guarded. These weren't empty promises, either—in some clearings, the developments the Marquisate built did improve life. Many denizens flocked to the Marquise's cause, and the ranks of her forces swelled with foxes, mice, rabbits, and even the occasional bird.

In general, the Marquise's goal is still to industrialize the Woodland and fully tap its resources. Perhaps this is about improving her own position in her home empire; perhaps it really is about improving the lot of the denizens of the Woodland. Only time will tell.

## The Eyrie Dynasties

The noble history of the Eyrie Dynasties stretches deep into the Woodland's past. They claim that they have always ruled the Woodland, and always shall. True, their reign was characterized by infighting, by regime change (often at the edge of a blade), by bird dominance and oppression of the other Woodland denizens...but they also protected the clearings from bandits and the wild. They built and maintained the paths between clearings. They enforced law and order, and they made the Woodland what it is today.

Everything came crashing down in a recent civil war, one of the more vicious to ever face the Eyrie. The contenders are barely important—all that matters is that the Eyrie Dynasties turned on themselves, and left open a power vacuum for the Marquise to fill.

Had the Marquise not come to the Woodland, they almost certainly would have rebuilt, recovered, and taken back control. But with the Marquisate's presence, the Eyrie Dynasties found themselves unable to retake power, even after the civil war was fully resolved and order was restored with a new ruler and set of viziers.

Now the Eyrie is caught in a new war with the Marquisate to retake the Woodland clearings—their rightful domain. And with an enemy outside of itself for once, the Eyrie is ready to wage total war. After all, the denizens of the Woodland need its protection.



## Foxes, Mice, Rabbits, and Birds

The Woodland has many different kinds of denizens, but there are four primary species who've made the Woodland their home: foxes, mice, rabbits, and birds. None of them have "essential qualities," traits true of all foxes or all mice, but they do have certain cultural qualities and ideals they've adopted.

Foxes are known for metalworking, for their foxfolk steel and their coinage. In the days of the Eyrie Dynasties' unchallenged rule, fox clearings operated mints and acted as tax collectors for the birds. In the interim between the Dynasties' fall and the new war, some fox clearings built their own systems of taxation—which the other factions are all too happy to co-opt.

Mice are known for their stealth and acumen at observation and spying. They often act as messengers, and they have devised codes for protecting those messages' content. They'll also act as scouts for traveling groups. They have their smaller, nimbler mousefolk weapons, and rumor has it that some mice set up smuggler trails throughout the Woodland.

Rabbits are known for their foodstuffs, their pies and their teas, as well as their traveling gear. They also have their well-built "warrens," a particular style of architecture and construction that makes hardy, semi-underground buildings. They are known to be in charge of perhaps the most successful multi-clearing bank in all of the woodland—the Better Burrow Bank.

Birds have always been associated with the Eyrie Dynasties, and though they may not all have been members of the Dynasties, they all benefited from the Eyrie's dominance. Culturally, they adopted positions of superiority—living in the trees and branches above most of the clearings, instead of on the ground itself—and a general bias towards force or violence. They conduct arms trading, especially in partnership with fox smiths, in addition to running a network of communications across the Woodland.

# Making Characters

## Playbooks

To make a character in **Root: The TTRPG**, you first need a playbook, an archetype that comes with a set of abilities, skills, questions, and dramatic issues. For this quickstart, there are 6 playbooks available:

**The Arbiter:** a powerful warrior devoted to what they think is right and just.

**The Ranger:** a rugged denizen at home in the forest and the wild.

**The Scoundrel:** a troublemaker, arsonist, and destroyer.

**The Thief:** a clever and stealthy burglar or pickpocket.

**The Tinker:** a technically savvy maker of equipment and machines.

**The Vagrant:** a wandering rabble-rouser and trickster who survives on words.

See page 16 for the playbooks themselves.

These playbooks are designed to be useful springboards for your characters—not necessarily the be-all and end-all of who they are. If you need to make decisions about questions not listed on these playbooks to flesh out your characters, then do so!

Furthermore, you're going to be adding more details about the Woodland and the different denizens as you create your characters. That's well and good. Use the setting as presented here as a starting point, and adhere to the biggest, most important principles, but feel free to play in the undefined spaces and the edges.

## Name, Species, and Look

First, choose a name for your character. You can always come back and change the name later, if you want. Here are some names for you to pick from:

Aimee, Alvin, Alyse, Anders, Bhea, Billi, Braden, Buford, Cesspyr, Cinder, Cloak, Constance, Dawna, Dewly, Doneel, Dugan, Ellaine, Emmie, Ewan, Eward, Flannera, Fog, Foster, Frink, Gemma, Golden, Greta, Gustav, Harper, Henny, Hinnic, Howerd, Igrin, Ilso, Inda, Irwen, Jacly, Jasper, Jinx, Johann, Kagan, Keera, Keilee, Konnor, Laina, Lindyn, Lockler, Longtooth, Masgood, Mint, Monca, Murty, Nail, Nan, Nigel, Nomi, Olaga, Omin, Orry, Oxley, Pattee, Phona, Pintin, Prewitt, Quay, Quentin, Quill, Quinella, Reece, Rhodia, Roric, Rose, Sarra, Selwin, Sorin, Stasee, Tammora, Thickfur, Timber, Tondric, Ulveny, Ulvid, Ummery, Urma, Vance, Vennic, Vittora, Vost, Wanda, Wettlecress, Whickam, Woodleaf, Xander, Xara, Xeelie, Xim, Yasmin, Yates, Yolenda, Yotterie, Zachrie, Zain, Zoic, Zola

Feel free to add an epithet or nickname—you're vagabonds, so you might call each other by such names, or be publicly known by such a name.

Then, choose your species—what kind of denizen you are. Are you a fox? A rabbit? A bird? You can choose a different kind of denizen and fill in the blank.

Your choice here has no mechanical effect—anyone can be a vagabond. But socially, your species will influence how some denizens deal with you. If you're a bird, you may be hated still further by other birds who see you as an outcast...or you might be embraced by the birds of the Eyrie, who try to woo you to their side. If you're a fox, you might be well-treated in fox clearings, but mistrusted in rabbit and mouse clearings. If you're a wolf, then you may be looked at with suspicion—most denizens probably haven't seen a wolf before.

Finally, choose your look. Circle as many options as apply from each list to describe your character.

## Stats

Each playbook has five stats: Charm, Cunning, Finesse, Luck, and Might. Throughout the game, you'll be rolling 2 six-sided dice and adding these stats to determine the results of moves. So, the higher the stat, the more likely things will go in your favor for the associated moves.

- ✦ **Charm** measures how socially adept you are, how capable you are of bending other people to your will using words and ideas.
- ✦ **Cunning** measures how sharp-minded you are, how capable you are of noticing important details in people and places, and how capable you are of tricking others.
- ✦ **Finesse** measures how deft and dexterous you are, how capable you are of performing complicated or intricate tasks with your hands.
- ✦ **Luck** measures how...well...lucky you are, how capable you are of putting your fate into the hands of pure chance and coming out on top.
- ✦ **Might** measures how strong and tough you are, how capable you are of overpowering opponents or succeeding in tasks that require brute force.

Each playbook comes with a predetermined set of stats. You get to add +1 to the stat of your choice, so long as you don't raise any stat beyond +2. You can make up for your negative stat, or you can increase your best stat—the choice is yours.

Over the course of the game, you might unlock advancements that will further improve your stats, but the absolute maximum is +2 without a special move, and +3 with a special move (like the Arbiter's **Brute**.)



## Background, Drive & Nature

Next up, you have your background, your drive, and your nature. Ignore connections for the moment.

For your background questions, read and answer each question. The answers are there to speed up the process, not to act as limiters. If you strongly want to answer a question differently, do so. But use the listed answers as guidelines—each kind of vagabond encountered different issues, concerns, and characters, and those answers help distinguish your vagabond.

Then, choose your drives. A vagabond gets two drives at the start of play that describe the circumstances under which you advance. If you fulfill the condition of your drive, you can advance immediately. You can only advance once per session per drive. Choose a drive based on what your character wants to do, and what you want to see them do.

Finally, choose your nature. Your nature refers to your deeper personality type. It's a way that you act to relieve stress. If you fulfill the condition of your nature, you can clear your entire exhaustion track (see more about that on page 14). You can fulfill the condition of your nature any number of times, as long as you take the necessary action.

## Moves & Weapon Skills

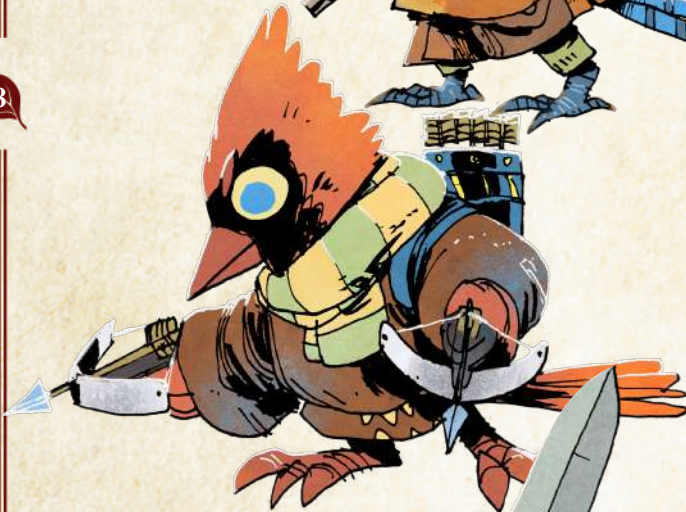
Next, choose your moves. Each playbook has different moves, and gets to choose some (most often three) to help define its special abilities and advantages. Many moves require you to roll with a particular stat—pay close attention to those stats, and how they connect with your stat line.

Then, move onto your list of weapon skills. Each weapon skill refers to one of the special weapon moves. To use them, you need a weapon tagged with that move, and you need the appropriate weapon skill. For example, to use the weapon move Cleave, you have to both have the weapon skill yourself, and have a weapon tagged with that skill.

## Introductions & Connections

When everyone is done choosing weapon skills, go around and introduce your characters. Explain who you are, why you're a vagabond, what you do, and what your drive is. Answer any questions the GM or other players ask. After everyone has introduced their characters and you know who the other vagabonds in your band are, you'll choose connections to those other vagabonds. Go around in the same order, each player adding one connection at a time. Each player has two connections on their character sheet and gets to use both, so go around until each player has set up the two connections from their own character sheet.

Each connection also comes with a small rules tweak. Make sure you read it out loud so everyone involved with the connection is aware of it.



# Playing Root: The TTRPG

## Talking and Moves

**Root: The TTRPG** is a tabletop roleplaying game, and that means it plays out like a conversation. Sometimes the conversation is structured, and the participants take turns. Other times, people will interrupt each other, or tack on to each other's words. In all cases, the players are describing their characters, what their characters are doing or saying or feeling, and continuing the conversation. The rules are here to help that conversation, prompting interesting statements and helping to fill in gaps or moments of uncertainty.

In this game, the most common way the rules prompt conversation is with "moves". A move is a single nugget of rules, phrased as a "When X happens, Y happens" kind of sentence. "When you engage an enemy sword-to-sword, roll with Might." "When you perform feats of larceny, roll with Finesse."

The first part of the move, the "When X happens" part, is called the trigger. When the trigger occurs in the conversation of the game, then the move is triggered, and the second part follows. Sometimes, that second part says something happens. Sometimes, it calls for a dice roll (always 2d6, usually with a stat added).

The core takeaway to keep in mind right now is this—if a move is triggered, you follow the instructions. If a move hasn't been triggered, you keep the conversation moving. If a vagabond draws his sword and stabs a defenseless rabbit bound to a chair, then he didn't really engage sword-to-sword—he didn't trigger the move. No dice are rolled. The conversation continues, and the GM says what happens. If a vagabond draws his sword and starts trading blows with a dangerous rabbit warrior, then he engaged sword-to-sword—he triggered the move. The dice are rolled and they help provide a rubric for what everyone says in the conversation next.



## Rolling the Dice

If a move asks you to roll dice, roll two six-sided dice (2d6) and follow the outcomes listed in the move. Traditionally, moves ask you to roll with something—like "roll with Might" or "roll with Reputation"—which means that you add that stat to the roll.

The outcomes of a move fall into three categories:

- ✂ 10+: a full hit! You get your way
- ✂ 7-9: a partial hit with costs, complications, or consequences.
- ✂ 6-: a miss. The GM tells you what happens. It probably won't be good.

Some moves tell you what happens for each category—"On a 10+, they see things your way, provided you give them a strong motive or reasonable bribe."—while others allow you to choose more options when you roll higher—"On a 10+, pick 3. On a 7-9, pick 1." Either way, rolling higher is usually better.

The GM never rolls dice. Instead, they tell you what's happening and respond to the actions your characters take. They also act as the referee if there's any disagreement about what a move means, especially if the conflict is between two players about how a move should affect their characters.

## The Basic Moves

Every vagabond makes use of the basic moves, included on the following page. Here's a list of the basic moves, along with a primary stat if applicable:

- ✂ Persuade an NPC (Charm)
- ✂ Figure Someone Out (Charm)
- ✂ Trick an NPC (Cunning)
- ✂ Read a Tense Situation (Cunning)
- ✂ Attempt Roguish Feats (Finesse)
- ✂ Trust Fate (Luck)
- ✂ Wreck Something (Might)
- ✂ Help or Interfere

These moves help structure the core conversation of the game. A wide variety of the things the vagabonds do will fall under one of those categories, and their specific components ensure the conversation moves forward in interesting directions.

Vagabonds also have access to all the normal and some of the special weapon moves, all reputation moves, all travel moves, and their own playbook moves. All of those are more specific moves designed to help fill in particular parts of the overall conversation. The weapon moves, for example, cover fighting and using weapons, while the reputation moves cover using your reputation throughout the Woodland.



# Basic Moves

## Persuade an NPC

When you **persuade an NPC with promises or threats**, roll with Charm.

On a 10+, they see things your way, provided you give them a strong motive or reasonable bribe.

On a 7-9, they aren't sure; the GM will tell you what you need to do to sway them.

## Figure Someone Out

When you try to **figure someone out**, roll with Charm.

On a 10+, hold 3.

On a 7-9, hold 1.

While interacting with them, spend your hold 1 for 1 to ask their player a question:

- ✦ Is your character telling the truth?
- ✦ What is your character really feeling?
- ✦ What does your character intend to do?
- ✦ What does your character wish I'd do?
- ✦ How could I get your character to \_\_\_\_\_?

## Trick an NPC

When you **trick an NPC to get what you want**, roll with Cunning.

On a hit, they take the bait and do what you want.

On a 7-9, they can instead choose one:

- ✦ They hesitate; you shake their confidence or weaken their morale.
- ✦ They stumble; you gain a critical opportunity.
- ✦ They overreact; take +1 forward against them.

## Read a Tense Situation

When you **read a tense situation**, roll with Cunning.

On a 7-9, ask 1.

On a 10+, ask 3.

Take +1 when acting on the answers.

- ✦ What's my best way out / in / through?
- ✦ Who or what is the biggest threat?
- ✦ Who or what is most vulnerable to me?
- ✦ What should I be on the lookout for?
- ✦ Who is in control here?

## Attempt Roguish Feats

When you **attempt roguish feats** to steal something secure, sneak somewhere, or otherwise slip past security or notice, roll with Finesse.

On a hit, you achieve your goal without being noticed so far.

On a 10+, pick 1.

On a 7-9, pick 2.

- ✦ You don't have a clear path of escape.
- ✦ You use up some resources in the attempt; mark decay.
- ✦ You leave evidence of your roguery behind.

## Trust Fate

When you **trust fate to see you through**, roll with Luck.

On a hit you scrape by; the GM will tell you what it costs you.

On a 10+, fortune favors the bold; your panache earns you an easy escape or a fleeting opportunity.

## Wreck Something

When you **wreck something**, roll with Might.

On a hit, you seriously break it; it can't be used again until it's repaired.

On a 7-9, you're imprecise and dangerous; you cause collateral damage, attract attention, or end up in a bad spot, GM's choice.

## Help or Interfere

When you **help or interfere** with another

Vagabond, mark exhaustion to add +1 or -2 to their roll (after rolling). Mark exhaustion again to select one of the following:

- ✦ You conceal your aid or interference.
- ✦ You create an opportunity or obstacle.

## Notes on Basic Moves

### Persuade an NPC

This move is used when you're trying to get someone to do what you want based on what you're saying. If you're making threats, if you're making a persuasive argument—that's persuading an NPC. It's always an NPC—this move is no use against the other vagabonds.

"A strong motive or reasonable bribe" is dependent upon the situation and the character, and ultimately down to the GM to judge. That means on a 7-9, the requirement is usually higher—the GM will tell you what more you have to do to satisfy the NPC.

### Figure Someone Out

This move doesn't resolve immediately—you get a few points of "hold," a resource you can spend according to the move's rules. Here, you can spend hold during the conversation to ask questions.

When you ask questions, "their player" answers (and answers honestly), meaning that another player answers for another vagabond, and the GM answers for NPCs. For the question, "how could I get your character to \_\_\_\_\_?", you can fill in the blank with anything—and "You can't" is a valid answer, if it's true.

### Trick an NPC

Tricks rely on deceit and manipulation in a way that persuasion doesn't—tricking someone isn't about convincing them of something through argument or pressure; it's about saying or doing whatever is necessary to get them to act the way you want. Just like persuading an NPC, you can't trick another vagabond.

On a hit—a 7 or up—the NPC is deceived in some way...but on a 7-9, they don't have to do what you expect. Instead, they can hesitate, stumble, or overreact at the GM's discretion.

Morale harm is a special kind of harm only NPCs can take. You'll find more on it later, but suffice to say it brings them closer to submitting to or fleeing from you.

### Read a Tense Situation

This move is about taking in the area around you, and figuring out what matters. It can cover searching a room, or taking in your surroundings. The key is that you can only read a tense situation. So if you have ample time and no pressure to search a room, you're not triggering this move—you just search the room.

Whether or not you are "acting on the answers" is ultimately up to the GM to decide, but usually it should be interpreted pretty liberally. As long as your actions are informed or supported by the information you gained, you should probably get the bonus. It lasts until the situation changes enough for the information to no longer matter.

### Attempt Roguish Feats

What is a roguish feat? Well, pretty much any act of thievery or crime that requires skill and physical action. Picking a lock. Pickpocketing. Disarming a trap. Forging a paper. Creating a disguise. And on and on.

"Achieving your goal" means you did the thing—you snuck into the barracks, you stole the key out of the guard's pocket, you picked the lock.

### Trust Fate

This move is here to act as a back-up, all-purpose move. Always use a more specific move if there is one, but when a vagabond does something dangerous, risky, difficult, or otherwise very tense, and no other move seems to cover the situation...there's a good chance that what they're doing is actually trusting fate.

Remember that on any hit at all—any result of 7 or higher—there is still a cost. Trusting fate is risky, and nearly always costs something, whether it's a dropped item or just exhaustion.

An "easy escape" keeps the cost of the move separate from any escape attempts, while a "fleeting opportunity" is a short-lived chance for the vagabond to really stretch, try something especially dangerous for potentially great reward.

### Wreck Something

Wreck something is for bashing doors down, breaking equipment, and more. You need to actually be able to wreck something for the move to trigger—a single vagabond mousefolk armed only with a dagger can't wreck a windmill. But a vagabond mousefolk armed with a battering ram might be able to do it.

By default, wrecking something is based on brute force. Careful "wrecking" based on device knowledge and cutting the right cord, for example, is a roguish feat or trusting fate (unless you have a special move for it).

### Help or Interfere

In order to help or interfere, a vagabond still has to be able to take action that could help or interfere. If one vagabond is nowhere near the other, it might be hard for them to help each other. But multiple vagabonds can help or interfere with the same roll, as long as each one is willing to mark exhaustion.

If a vagabond creates an opportunity or an obstacle with their help or interference, they create something slightly more long-lasting based on how they actually helped or interfered. For example, a vagabond who helps her fellow better persuade an NPC by making a supplementary argument might also create an opportunity to get something else out of the NPC through the persuasion attempt—but it's only an opportunity, not a guarantee, so the two vagabonds would likely also have to do something more for the NPC in exchange.



# Weapon Moves

Weapon moves are here to cover fighting and battle, especially using equipment. Some of these moves can trigger even without weapons—you can grapple an enemy without weapons, for example—but most require equipment.

To use a normal weapon move (Engage, Grapple, or Target) you must have a weapon with the appropriate range.

To use a special weapon move, you must have both a weapon with the appropriate tag and the weapon skill. (For the Improvised Weapon move, you must just have access to usable materials.)

## Engage Sword-to-Sword

When you **engage an enemy sword-to-sword at close range**, roll with Might. On a hit, trade harm. On a 10+, pick 3. On a 7–9, pick 1.

- ✦ You inflict serious harm.
- ✦ You suffer little harm.
- ✦ You shift your range to intimate or far.
- ✦ You impress, dismay, or frighten your foe.

## Grapple an Enemy

When you **grapple with an enemy at intimate range**, roll with Might. On a 10+, you choose first, then they choose. On a 7–9, you choose simultaneously. Continue making choices until someone disengages or dies.

- ✦ You strike a fast blow; inflict injury.
- ✦ You wear them down; they mark exhaustion.
- ✦ You exploit weakness; mark exhaustion to inflict 2-injury.
- ✦ You withdraw; disengage to close range.

## Target Someone

When you **target a vulnerable foe at far range**, roll with Finesse. On a hit, you inflict injury. On a 10+, you can strike again before they get to cover — inflict injury again — or keep your position hidden, your choice.

### SPECIAL: Blind

When you **throw something to blind an opponent**, roll with Finesse. On a hit, you've impaired their vision and given yourself an opportunity. On a 10+, they have to take some time to clean out their eyes before they can see clearly again. On a 7–9, you have just a few moments.

### SPECIAL: Cleave

When you **cleave armored foes at close range**, mark exhaustion and roll with Might. On a hit, you smash through their defenses and equipment; inflict 3-decay. On a 7–9, you overextend your weapon or yourself: mark decay or end up in a bad spot, your choice.

### SPECIAL: Disarm

When you **target an opponent's weapon with your strikes**, roll with Finesse. On a hit, they have to mark two exhaustion or drop their weapon. On a 10+, they have to mark three exhaustion instead of two.

### SPECIAL: Harry a Group

When you **harry a group of enemies at far range**, mark decay and roll with Cunning. On a 10+, both. On a 7–9, choose 1:

- ✦ They suffer morale harm.
- ✦ They are pinned or blocked.

## SPECIAL: Improvise Weapon

When you **make a weapon out of improvised materials around you**, roll with Cunning. On a hit, you make a weapon; the GM will tell you its range tag and at least one other tag based on the materials you used. On a 7–9, the weapon also has a weakness tag.

## SPECIAL: Murder

When you **try to murder a vulnerable NPC at intimate range**, roll with Cunning. On a hit, your foe dies. On a 10+, you remain hidden or clear a path for your allies, your choice.

## SPECIAL: Parry

When you **try to parry the attacks of an enemy at close range**, mark exhaustion and roll with Finesse. On a hit, you consume their attention. On a 10+, pick 3. On a 7–9, pick 1.

- ✦ You inflict morale harm on them.
- ✦ You disarm your opponent.
- ✦ You don't suffer any harm.

## SPECIAL: Quick Shot

When you **fire a snap shot at an enemy at close range**, roll with Luck. On a hit, inflict injury. On a 7–9, choose 1. On a 10+, choose 2.

- ✦ You don't mark decay.
- ✦ You don't mark exhaustion.
- ✦ You move quickly and change your position (and, if you choose, range).
- ✦ You keep your target at bay — they don't move.

## SPECIAL: Trick Shot

When you **fire a clever shot designed to take advantage of the environment**, mark decay on your bow and roll with Finesse. On a 7–9, choose 2. On a 10+, choose 3.

- ✦ Your shot lands in any target of your choice within range, even if it's behind cover or hidden (inflicting injury or decay if appropriate).
- ✦ Your shot strikes a second available target of your choice.
- ✦ Your shot cuts something, breaks something, or knocks something over, your choice.
- ✦ Your shot distracts an opponent and provides an opportunity.

## SPECIAL: Vicious Strike

When you **viciously strike an opponent where they are weak**, mark exhaustion and roll with Might. On a hit, they suffer serious harm. On a 10+, you get away with the strike. On a 7–9, they get a shot in as well.



# Travel Moves

Whenever your group travels, time passes, and any applicable moves trigger.

When you **travel from clearing to clearing along the established path**, the band collectively marks exhaustion to represent how fast and determinedly they move along the path and rolls. If they, as a group, mark fewer exhaustion than the number of vagabonds in the group, they roll -1. If they mark equal exhaustion to the number of vagabonds, they roll +0. Each additional exhaustion marked adds +1 to the roll.

On a hit, you reach the next clearing in a timely fashion. On a 10+, the trip is largely uninterrupted and especially fast. On a 7-9, you encounter something noteworthy upon the path—signs of an incident or the remains of a fight in the larger war. On a miss, you are embroiled in the middle of a dangerous situation before you arrive.

When you **travel into the forest**, the band collectively marks decay to represent how many resources they expend on travel and rolls. If they, as a group, mark fewer decay than the number of vagabonds in the group, they roll -1. If they mark equal decay to the number of vagabonds, they roll +0. Each additional decay marked adds +1 to the roll.

On a hit, you pass into the forest and can make your way to any clearing on the other side. On a 10+, the transit is largely safe. On a 7-9, you run afoul of one of the myriad dangers of the forest—deal with it before you can continue. On a miss, something terrible follows you out of the forest and into the clearing where you leave.

# Reputation Moves

Prestige is positive word about you. Notoriety is negative word about you. Your reputation is the actual score you have with any given faction, representing their overarching opinion and knowledge of you.

When you mark prestige, mark the next open box on the positive (right) side of 0 on the appropriate faction's track.

When you mark enough boxes to reach (not pass, reach) the next highest positive number on the track, your reputation with that faction increases! Clear all prestige boxes on the track, and circle the next highest number up from your current reputation. If you had -2 reputation, you would circle -1; if you had +0 reputation, you would circle +1. Note that this means you need to mark 5 boxes to advance from -2 to -1, or from -1 to +0, or from +0 to +1 reputation, but you need to mark 10 boxes to advance from +1 to +2, and 15 boxes to advance from +2 to +3.

When you mark notoriety, mark the next open box on the negative (left) side of 0 on the appropriate faction's track.

When you mark enough boxes to reach (not pass, reach), the next lowest negative number on the track, clear all notoriety boxes on the track and circle the next lowest number down from your current reputation. If you had +2 reputation, you would circle +1; if you had +0 reputation, you would circle -1. Note that this means you need to mark 3 boxes to drop from +3 to +2, from +2 to +1, from +1 to +0, or from +0 to -1, but you need to mark 6 boxes to drop from -1 to -2, and 9 boxes to drop from -2 to -3.

Each PC tracks reputation independently, and each PC tracks reputation for each faction independently of the others. In situations where multiple PCs' reputations are at stake, add them together (max +4, min -3).

When you ask for a reasonable favor based on your reputation, roll with reputation with the appropriate faction. On a hit, they'll grant you what you want. On a 7-9, it costs your rep a bit; clear one prestige, or mark notoriety, your choice. On a miss, they refuse and view you with suspicion; mark notoriety.

When you meet with someone important for the first time, roll with reputation for that faction. On a 10+, they've heard only good things, and are more likely to ally with you; take +1 ongoing to ask them for help, figure them out, or interact with them positively until you betray their trust. On a 7-9, they either don't know you, or what they've heard isn't especially bad or good. On a miss, they've heard stories about you and the things you've done, true or false—prepare for major complications.



# Factions

**Root:** The TTRPG takes place in the Woodland, amid a broader conflict between larger, powerful factions. Each of these factions plays a significant role across the Woodland, and each aims to take control in its own fashion, reshaping the Woodland to its needs.

This quickstart deals with two factions—the Eyrie Dynasties and the Marquisate. The full version of the core game will also deal with the Woodland Alliance, and the remaining four factions of the board game—the Riverfolk Trading Company, the Lizard Cult, the Corvid Conspiracy, and the Great Underground Duchy—will be in the first supplement for the game. In the full game, you will have the ability to choose

the group of factions you play with when you start the campaign, and add or subtract factions as the game goes on.

There is also always one more “faction” included—the denizens themselves. This covers the civilian rabbitfolk, mousefolk, foxfolk, and birdfolk across the Woodland, as well as any other non-combatant denizens of the Woodland. The denizens faction doesn’t operate exactly the same as the others—it doesn’t compete for territory in the same way—but the vagabonds can gain reputation with the commonfolk as if they were their own faction.

## Injury, Exhaustion, Decay & Morale

Every vagabond has three tracks, each with at least four boxes, to track their stress and damage. For each track, if a character must mark a box and cannot, they are in some way taken out of the action. A character can never choose to mark a box as an option on a move if they don’t actually have an empty box to mark.

Exhaustion tracks a character’s energy, will, and effort. The more boxes checked, the more tired the character is. If a character has to mark a box of exhaustion and cannot, then they are too exhausted and tired to function. They don’t necessarily immediately collapse—though that is a possibility at the GM’s discretion, assuming it fits the fiction. Instead, they are too exhausted to be effective at anything. For a PC, if they are fully exhausted, every move they make is treated as if it missed. Exhaustion clears one box every day, and all boxes if a PC gets some rest and care. Also, if a PC fulfills the condition of their nature, they immediately clear all boxes of exhaustion.

Injury tracks a character’s physical health. The more boxes checked, the more wounded, injured, and bruised the character is. If a character has to mark a box of injury and cannot, then they are too injured to go on. They likely pass out or are otherwise utterly incapacitated, and will perish without medical aid. Injury clears when a character receives medical attention, or when they rest for an extended time.

Decay tracks a character’s equipment and its durability. Each vagabond has their own decay score that tracks generally how much assorted minor equipment they have. Their more significant equipment comes with its own decay score. NPCs have a decay score that works as an overall track for their equipment’s state. The more boxes checked, the more the character’s equipment is depleted or damaged. If a vagabond

has to mark a box of decay on one of their pieces of significant equipment and cannot, they can either mark it on their general decay track, or break that piece of equipment. If a vagabond has to mark a box of decay and their general track is full, then they are fully depleted and a piece of equipment breaks. If an NPC has to mark a box of decay and cannot, then their equipment is broken or depleted. They aren’t necessarily taken out entirely, but they cannot use equipment any further. Decay clears when you repair equipment or resupply (for a general decay track).

Morale is only used by NPCs. Morale tracks a character’s will to keep going in the face of danger and threat. The more boxes checked, the closer a character comes to breaking entirely and fleeing. If a character has to mark a box of morale and cannot, then that’s it—they break. They either surrender, likely groveling and begging for mercy, or they bolt.



# Equipment

For this quickstart, every playbook starts with some assigned equipment. Each piece of equipment comes with a few tags, maybe a special ability, and its own decay track. When you need to mark decay for a piece of equipment, you can mark it on that equipment's decay track, or on your general decay track. If you ever fill a piece of equipment's decay track and need to mark another box, you can either mark that box on your general decay track, or that equipment breaks entirely—you use it one last time, but you damage it beyond repair. It will need to be replaced.

When a vagabond wants a piece of general equipment—a rope, a torch, a compass—they can mark a decay on their general track to pull it from their pouches and bags. This includes money and medical supplies. Two boxes of decay grants enough medical supplies to allow a vagabond to clear a single box of injury (provided they also receive medical aid).

**IMPORTANT NOTE FOR ARMOR:** When you're wearing armor, you can mark one box of decay on the armor instead of marking injury on yourself. You can only do this if the armor you are wearing would actually protect you from the injury—for example,

armor-piercing arrows might completely bypass your chainmail, and leather armor might not actually be of huge benefit when you fall off a castle wall. The GM is the final arbiter of whether or not your armor is applicable.

When a vagabond wants to repair their equipment, they need a capable crafter or smith, and to spend resources from their own general decay track. Each general decay box marked allows them to clear one decay box on a specific piece of equipment.

When the vagabonds have access to ample supplies, they clear their general decay tracks as they resupply.

If a vagabond wants a new piece of equipment, they'll either need to go through the Tinker and their moves, or through a clearing's denizens. Any given piece of equipment should come with 1-4 boxes of decay (representing its general hardness/supplies to make it useful) and 1-3 tags, giving it minor abilities or utilities. The more valuable and well-made the equipment, the more boxes of decay and tags it will have. If it is a weapon, it should offer at least one special weapon move, correlated to its range.

## Playbooks

Below is a list of all the playbooks included in this quickstart. In the following pages, you'll find the playbooks themselves, each designed to be printed double-sided on single sheets of 8.5" x 11" paper. There are 6 vagabonds in this quickstart, and there will be more in the final version!

**The Arbiter:** a powerful warrior devoted to what they think is right and just.

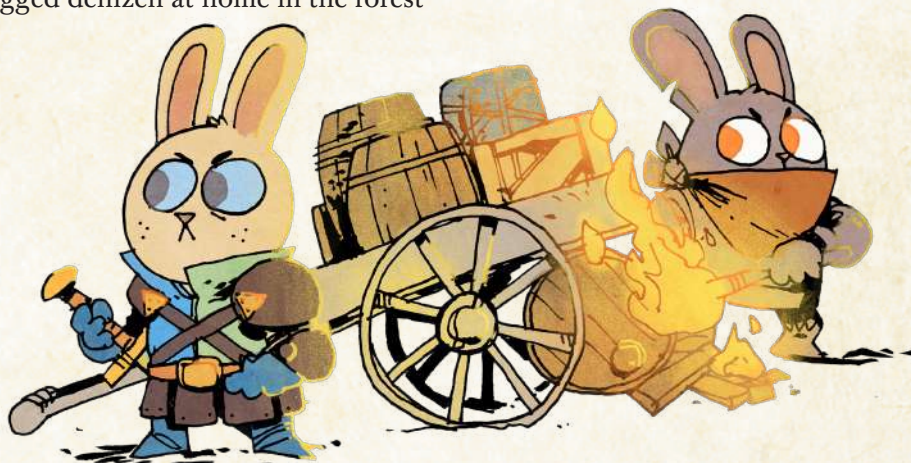
**The Ranger:** a rugged denizen at home in the forest and the wild.

**The Scoundrel:** a troublemaker, arsonist, and destroyer.

**The Thief:** a clever and stealthy burglar or pickpocket.

**The Tinker:** a technically savvy maker of equipment and machines.

**The Vagrant:** a wandering rabble-rouser and trickster who survives on words.



# The Arbiter



## your species

fox • mouse • rabbit • bird • badger • \_\_\_\_\_

## your look

man • woman • ambiguous • androgynous

large • scarred • well-groomed • old

faded military insignia • eyepatch  
repaired clothes • tarnished locket

## your demeanor

intimidating • honest • brusque • open

You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Arbiter. A powerful, obstinate vagabond, serving as somewhere between a mercenary and a protector, perhaps taking sides too easily in the greater conflict between the factions.

## your background

### Where do you call home?

- ☐ \_\_\_\_\_ clearing
- ☐ the forest
- ☐ a place far from here

### Why did you become a vagabond?

- ☐ I earned the enmity of a powerful denizen
- ☐ I violated some greater duty
- ☐ I openly fought back against injustice
- ☐ I killed the wrong denizen
- ☐ I was exiled from home

### Whom have you left behind?

- ☐ my peer and friend
- ☐ my family
- ☐ my loved one
- ☐ my ward
- ☐ my commander

### Which faction have you served the most?

(mark two prestige for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

### With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

## your connections

**PROTECTOR:** I once protected \_\_\_\_\_ from a mortal blow during a fight, and I would do it again. Why?

*When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.*

**PARTNER:** \_\_\_\_\_ and I together helped a faction take control of a clearing, and share responsibility for it.

*You each mark 2 prestige with the faction you helped, and mark 2 notoriety with the faction you harmed. If you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.*

injury  
□ □ □ □

exhaustion  
□ □ □ □

decay  
□ □ □ □

Finesse  
+0

Luck

-1

Night  
+2

choose your nature

## PUNISHER

Clear your exhaustion track when you punish a villain for their grievous wrongdoing.

- weapon skills -

**Partner:**

choose one bolded  
weapon skill to start

## - your drives

choose two

- ☐ **Justice:** You advance when you pursue and achieve justice for someone deeply wronged by another powerful denizen.
- ☐ **Honor:** You advance when you uphold your sense of personal honor at great cost to yourself or your allies.
- ☐ **Loyalty:** Name your “master”, the character to whom you are loyal. You advance when you obey an order at a great cost to yourself.
- ☐ **Protection:** Name your ward. You advance when you protect them from significant danger, or when seasons turn and your ward is safe.

- ☐ **Cleave**
- ☐ **Parry**
- ☐ Blind
- ☐ Improvise
- ☐ Quick Shot
- ☐ **Disarm**
- ☐ **Vicious Strike**
- ☐ Harry
- ☐ Murder
- ☐ Trick Shot

## - your moves

choose three

- ❑ **BRUTE:** Take +1 to Might (max +3).
  - ❑ **CARRY A BIG STICK:** When you *trust fate to see you through* by relying on strength and force without forethought or planning, roll with Might instead of Luck.
  - ❑ **CRASH & SMASH:** When you smash your way through scenery to reach someone or something, roll with Might. On a hit, you reach your target. On a 10+, choose 1. On a 7–9, choose 2.
    - ✂ You hurt yourself: mark 1 injury.
    - ✂ You break an important part of the structures around you.
    - ✂ You damage or leave behind a piece of gear (GM's choice).
- On a miss, you smash through, but you leave yourself totally vulnerable on the other side.
- ❑ **HARDY:** Take 1 additional injury box. Whenever time passes or you journey, you can clear 1 injury box automatically.
  - ❑ **WEAPON MASTER:** You have the *Improvise Weapon* skill. When you improvise a weapon, you get to dictate the range tag and the one additional tag on a hit. The GM dictates the weakness tag on a 7–9.

- **GUARDIAN:** When you defend someone or something from an immediate NPC or environmental threat, roll with Might. On a hit, you keep them safe and choose one. On a 7–9, it costs: expose yourself to danger or escalate the situation.
- ☞ Draw the attention of the threat; they focus on you now.
  - ☞ Put the threat in a vulnerable spot; take +1 forward to counterstrike.
  - ☞ Push the threat back; you and your protectee have a chance to maneuver or flee.
- On a miss, you take the full brunt of the blow intended for your protectee, and the threat has you where it wants you.

- your equipment

GREAT SWORD ☐☐

*Range:* close | *Special Moves:* Cleave

**Sharp:** Mark decay when *engaging sword-to-sword* to inflict 1 additional harm, even on a miss.

**Large:** Mark exhaustion to affect a second target within reach with the results of *engage sword-to-sword*; they inflict harm on you as well.

PLATE

**Arrow-proof:** Ignore the first injury you suffer from arrows in a scene.  
**Cumbersome:** Mark one exhaustion while you wear your armor—clear one exhaustion when you take it off.

**Weighty:** This item counts for two additional boxes of decay when determining if a vagabond is burdened.

## - your reputation

|                |    |   |   |   |    |   |   |   |    |   |   |   |    |   |   |   |   |   |    |   |   |   |   |   |    |   |   |   |   |   |    |
|----------------|----|---|---|---|----|---|---|---|----|---|---|---|----|---|---|---|---|---|----|---|---|---|---|---|----|---|---|---|---|---|----|
| DENIZENS       | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
| THE MARQUISATE | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
| THE EYRIE      | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
|                | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |

# The Ranger



## your species

fox • mouse • rabbit • bird • wolf • \_\_\_\_\_

## your look

man • woman • ambiguous • androgynous

unkempt • scarred • natural • practical

forest charm • leafy cloak  
smoking pipe • stolen ring

## your demeanor

terse • mistrusting • polite • kind

You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Ranger. A capable, stealthy vagabond, centered on the forests that fill the Woodland between the clearings, more interested in the wilds than in the company of other Woodland denizens or their society.

## your background

### Where do you call home?

- ☐ \_\_\_\_\_ clearing
- ☐ the forest
- ☐ a place far from here

### Why did you become a vagabond?

- ☐ I disliked the hypocrisy of society
- ☐ I was mistrusted by “civilized” denizens
- ☐ I felt deep wanderlust
- ☐ I need to find and save a loved one
- ☐ I wanted to escape from the wars

### Whom have you left behind?

- ☐ my commander
- ☐ my family
- ☐ my best friend
- ☐ my student
- ☐ no one—I lost those who mattered to me. (*mark notoriety with the faction responsible*)

### Which faction have you served the most?

(mark two prestige for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

### With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

## your connections

**WATCHER:** I felt betrayed by something \_\_\_\_\_ once did to me. I won't easily trust them ever again.

*When you figure them out, you can always ask “Are you telling the truth?”, even on a miss.*

**PROTECTOR:** I did something that would have gotten me the enmity of a Woodland faction—if \_\_\_\_\_ hadn't covered for me. What did I do? Why and how did they protect me? Regardless, I feel indebted to them.

*When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.*

injury

exhaustion

decay

Charm  
-1

Luck  
+0

Night  
+1

choose your nature

## CYNIC

Clear your exhaustion track when you uncover an important or damaging falsehood in the clearing.

- weapon skills -

## Protector

choose one bolded  
weapon skill to start

## - your drives

choose two

- ☐ **Discovery:** You advance whenever you finish investigating a ruin or encounter a new wonder in the forests.
- ☐ **Freedom:** You advance whenever you free a group of denizens from oppression.
- ☐ **Revenge:** Name your foe. You advance when you cause significant harm to them or their interests.
- ☐ **Protection:** Name your ward. You advance when you protect them from significant danger, or when seasons turn and your ward is safe.

- ☐ **Cleave**
- ☐ **Murder**
- ☐ Blind
- ☐ Improvise
- ☐ Trick Shot
- ☐ **Harry**
- ☐ **Parry**
- ☐ Disarm
- ☐ Quick Shot
- ☐ Vicious Strike

## - your moves

choose three

- ❑ **SILENT PAWS:** You are adept at slipping into and out of dangerous situations without anyone noticing. When you *attempt roguish feats* relying on stealth, you can mark exhaustion to choose one fewer item from the list.
  - ❑ **FORAGER:** Whenever you travel or pass into a forest, you can clear one box of decay by foraging for supplies.
  - ❑ **SLIP AWAY:** When you take advantage of an opening to escape from a dangerous situation, roll with Finesse. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2:
    - ✂ You suffer injury or exhaustion (GM's choice) during your escape.
    - ✂ You end up in another dangerous situation.
    - ✂ You leave something important behind.

On a miss, you escape, but it costs you—mark injury or exhaustion, GM's choice—and you leave ample evidence behind for your foes to track and follow you.

  - ❑ **DARKENED BLADE:** If your target is unaware of your position, you may *murder* with weapons tagged for close range, instead of just intimate range. On a miss, you can mark exhaustion to remain hidden from your foes.
  - ❑ **THREATENING VISAGE:** When you *persuade an NPC* with open threats or naked steel, roll with Might instead of Charm.
  - ❑ **DIRTY FIGHTER:** Take two of the following weapon skills: *Murder, Blind, Improvise Weapon, Disarm, Vicious Strike.*

**— your equipment —**

**FOXFOLK LONGSWORD** ☐☐

*Range:* close | *Special Moves:* Parry

*Foxfolk steel:* Ignore the first box of decay you mark on this item each scene.

**LONGSWORD** ☐☐☐☐

- your equipment

FOXFOLK LONGSWORD □□

*Range:* close | *Special Moves:* Parry

**Foxfolk steel:** Ignore the first box of decay you mark on this item each scene.

**LONGBOW** ☐ ☐ ☐ ☐

*Range:* far | *Special Moves:* Harry

CHAIN ARMOR ☐☐☐

**Tightly woven:** When you take a few seconds to repair this armor after a fight, clear 1 box of decay on this item.

**Weighty:** This item counts for two additional boxes of decay when determining if a vagabond is burdened.

- your reputation

|                |    |   |   |   |    |   |   |   |    |   |   |   |    |   |   |   |   |   |    |   |   |   |   |   |    |   |   |   |   |   |    |
|----------------|----|---|---|---|----|---|---|---|----|---|---|---|----|---|---|---|---|---|----|---|---|---|---|---|----|---|---|---|---|---|----|
| DENIZENS       | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
| THE MARQUISATE | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
| THE EYRIE      | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
|                | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |

# The Scoundrel



## your species

fox • mouse • rabbit • bird • cat • \_\_\_\_\_

## your look

man • woman • ambiguous • androgynous

suspicious • impoverished • flea-bitten • scarred

full face mask • mousesteel spark lighter  
overly large coat • sulfurous pouches

## your demeanor

shifty • slimy • straightforward • naive

You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Scoundrel. A lucky, dangerous vagabond, acting more as destroyer and troublemaker than anything else, perhaps creating chaos and destruction for its own sake.

## your background

### Where do you call home?

- ☐ \_\_\_\_\_ clearing
- ☐ the forest
- ☐ a place far from here

### Why did you become a vagabond?

- ☐ I destroyed something valuable and ran
- ☐ I killed the wrong denizen
- ☐ I sabotaged the efforts of a powerful faction
- ☐ I was exiled for causing too much havoc
- ☐ I wanted to be free

### Whom have you left behind?

- ☐ my teacher
- ☐ my family
- ☐ my loved one
- ☐ my only defender
- ☐ my best friend

### Which faction have you served the most?

(mark two prestige for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

### With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

## your connections

**FRIEND:** \_\_\_\_\_ and I once met and pulled off a mad, impossible stunt together. What did we do? Why?

*When you help them, you can mark two exhaustion to give a +2, instead of one exhaustion for a +1.*

**PARTNER:** \_\_\_\_\_ and I destroyed a faction's resource, on behalf of an opposing faction. Why?

*You each mark 2 prestige with the faction you helped, and mark 2 notoriety with the faction you harmed. If you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.*

injury  
□ □ □ □

exhaustion  
□ □ □ □

decay  
□ □ □ □

Cunning  
-1

Luck

+2

**Might**  
+0

add +1 to a stat of your choice, to a max of +2

## ARSONIST

Clear your exhaustion track when you destroy or grievously damage an important structure.

or

## COMBATIVE

Clear your exhaustion track when you survive a fight, win or lose, against overwhelming opposition.

## your connections

**Friend:**

**Partner:**

## your drives

choose two

- ☐ **Chaos:** You advance when you topple a tyrannical or dangerously overbearing figure or order.
- ☐ **Thrills:** You advance when you escape from certain death or incarceration.
- ☐ **Crime:** You advance whenever you score a significant haul or pull off an illegal caper against impressive odds.
- ☐ **Infamy:** You advance whenever you drop your reputation with a faction.

## - weapon skills

choose one bolded  
weapon skill to start

- ☐ **Blind**
- ☐ **Quick Shot**
- ☐ Cleave
- ☐ Harry
- ☐ Parry
- ☐ **Murder**
- ☐ **Vicious Strike**
- ☐ Disarm
- ☐ Improvise
- ☐ Trick Shot

## your moves

choose three

- ❑ **ARSONIST:** When you *wreck something* with flagrantly dangerous means (explosives, uncontrolled flame, etc.), roll with Luck instead of Might.
- ❑ **CREATE TO DESTROY:** When you use available materials to rig up a dangerous device, roll with Finesse. On a hit, you cobble together something that will do what you want, one time. On a 10+, choose one. On a 7-9, choose two. The device is:
  - ✂ more dangerous than intended
  - ✂ larger or more unwieldy than intended
  - ✂ more temperamental and fragile than intendedOn a miss, you need some vital component to finish it; the GM will tell you what.
- ❑ **IT'S A DISTRACTION!:** You gain the weapon skill *Murder*. When you *murder someone* while they are distracted by environmental dangers (a raging fire, an oncoming flood, etc.), roll with Luck instead of Cunning.
- ❑ **DAREDEVIL:** You're at your luckiest when you go into danger without hesitation. When you dive into a dangerous situation without forethought or planning, treat yourself as having "Luck Armor," with 2 boxes of decay. It automatically goes away once the danger has passed.

- ❑ **DANGER MASK:** You have a mask, disguise, or outfit you wear when you go about your most destructive work—a combination of calling card and means to obscure your identity. Treat it as a piece of equipment with two decay. While you wear your mask, treat yourself as having Reputation -2 with all factions, and take +1 to *trust fate* and all Scoundrel playbook moves. If your mask is ever taken from you, mark exhaustion. If your mask is ever destroyed, mark three exhaustion.
- ❑ **BETTER LUCKY THAN GOOD:** When you use a weapon move, mark exhaustion to roll with Luck instead of the listed stat.

## - your equipment

KNIFE ☐

*Range:* intimate, close | *Specials:* Murder, Vicious Strike

**Quick:** Mark exhaustion to *engage* with Finesse instead of Might.

CROSSBOW ☐ ☐

*Range:* far | *Specials:* Murder

*Oiled string:* Mark decay to *murder* at close range.

*Hair trigger:* Mark decay to *target* at close range.

*Iron bolts:* Ignore the enemy's armor when you inflict an injury.

LEATHER ARMOR ☐ ☐

**Flexible:** When you *grapple with someone*, mark exhaustion to ignore the first choice they make.

your reputation

|                |    |  |   |   |   |    |  |   |   |   |    |  |   |   |   |    |  |   |   |   |   |   |   |    |  |   |   |   |   |   |    |  |   |   |   |   |   |    |
|----------------|----|--|---|---|---|----|--|---|---|---|----|--|---|---|---|----|--|---|---|---|---|---|---|----|--|---|---|---|---|---|----|--|---|---|---|---|---|----|
| DENIZENS       | -3 |  | 0 | 0 | 0 | -2 |  | 0 | 0 | 0 | -1 |  | 0 | 0 | 0 | +0 |  | 0 | 0 | 0 | 0 | 0 | 0 | +1 |  | 0 | 0 | 0 | 0 | 0 | +2 |  | 0 | 0 | 0 | 0 | 0 | +3 |
| THE MARQUISATE | -3 |  | 0 | 0 | 0 | -2 |  | 0 | 0 | 0 | -1 |  | 0 | 0 | 0 | +0 |  | 0 | 0 | 0 | 0 | 0 | 0 | +1 |  | 0 | 0 | 0 | 0 | 0 | +2 |  | 0 | 0 | 0 | 0 | 0 | +3 |
| THE EYRIE      | -3 |  | 0 | 0 | 0 | -2 |  | 0 | 0 | 0 | -1 |  | 0 | 0 | 0 | +0 |  | 0 | 0 | 0 | 0 | 0 | 0 | +1 |  | 0 | 0 | 0 | 0 | 0 | +2 |  | 0 | 0 | 0 | 0 | 0 | +3 |
|                | -3 |  | 0 | 0 | 0 | -2 |  | 0 | 0 | 0 | -1 |  | 0 | 0 | 0 | +0 |  | 0 | 0 | 0 | 0 | 0 | 0 | +1 |  | 0 | 0 | 0 | 0 | 0 | +2 |  | 0 | 0 | 0 | 0 | 0 | +3 |

# The Thief



## your species

fox • mouse • rabbit • bird • raccoon • \_\_\_\_\_

## your look

man • woman • ambiguous • androgynous

worn • fidgety • inconspicuous • flamboyant

black cape • large bag  
old broken weapon • stolen scarf

## your demeanor

fast-talking • quiet • angry • friendly

You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Thief. A cunning, criminal vagabond, capable of stealing even the most well-guarded treasures, perhaps committed to crime and theft for its own sake.

## your background

### Where do you call home?

- ☐ \_\_\_\_\_ clearing
- ☐ the forest
- ☐ a place far from here

### Why did you become a vagabond?

- ☐ I needed food, water, shelter, and money
- ☐ I committed one too many crimes
- ☐ I ticked off a powerful denizen
- ☐ I didn't fit in with any clearing
- ☐ I went on the run from law

### Who have you left behind?

- ☐ my partner-in-crime
- ☐ my family
- ☐ my loved one
- ☐ my protector
- ☐ my benefactor

### Which faction have you served the most?

(mark two prestige for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

### With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

## your connections

**PROFESSIONAL:** I stole something important, something needed or craved, for \_\_\_\_\_. I proved my worth to them.

*If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they are attempting roguish feats, you gain choices on the help move as if you had marked two exhaustion when you mark one.*

**FRIEND:** \_\_\_\_\_ sprang to get me out of holding, whether they bailed me out or rescued me. I owe them.

*When you help them, you can mark two exhaustion to give a +2, instead of one exhaustion for a +1.*

injury

exhaustion

decay

Finesse  
+2

Luck  
+1

**Night**

-1

choose your nature

Clear your exhaustion track when you selfishly steal something valuable or important.

or

Clear your exhaustion track when you purposefully  
provoke figures of authority into retaliation.

- weapon skills -

**Friend:**

choose one bolded  
weapon skill to start

## - your drives

choose two

- ☐ **Freedom:** You advance whenever you free a group of denizens from oppression.
- ☐ **Greed:** You advance when you secure a serious payday or treasure.
- ☐ **Ambition:** You advance whenever your reputation increases with a faction.
- ☐ **Thrills:** You advance when you escape from certain death or incarceration.

- |                                     |                                         |
|-------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Harry      | <input type="checkbox"/> Murder         |
| <input type="checkbox"/> Parry      | <input type="checkbox"/> Trick Shot     |
| <input type="checkbox"/> Blind      | <input type="checkbox"/> Cleave         |
| <input type="checkbox"/> Disarm     | <input type="checkbox"/> Improvise      |
| <input type="checkbox"/> Quick Shot | <input type="checkbox"/> Vicious Strike |

## - your moves

choose three

- ❑ **BREAKING AND ENTERING:** When you *attempt roguish feats* to get into or out of a place you've previously been, you can mark exhaustion to always have a clear escape, even on a miss.
  - ❑ **DISAPPEAR INTO THE DARK:** When you slip into shadows while unnoticed, mark exhaustion and hold 1. As long as you remain quiet, move slowly, and hold 1 for this move, you will remain hidden. If you inadvertently reveal yourself, lose your hold. Spend your hold to reveal yourself from a darkened place, suddenly and without warning. If you attack someone immediately after spending the hold, take +3 on the roll.
  - ❑ **ROPE-A-DOPE:** When you evade and dodge your enemy so as to tire them out, roll with Finesse. On a hit, you can mark one exhaustion to make them mark two exhaustion. On a 10+, you can mark one exhaustion to make them mark three exhaustion. On a miss, they catch you in the middle of a dodge—you're at their mercy.
  - ❑ **SMALL HANDS:** When you *grapple* with an enemy larger than you, roll with Finesse instead of Might. On a miss, they overpower you—you're at their mercy.
  - ❑ **MASTER THIEF:** Take +1 Finesse (max +3).
  - ❑ **NOSE FOR GOLD:** When you *figure someone out*, you can always ask (even on a miss):
    - ✦ What is the most valuable thing you are carrying?
 When you *read a tense situation*, you can always ask (even on a miss):
    - ✦ What is the most valuable thing here?

- your equipment

DAGGER ☐

*Range:* intimate, close | *Special Moves:* Murder, Parry

**Quick:** Mark exhaustion to *engage* with Finesse instead of Might.

STAFF ☐ ☐

*Range:* close | *Special Moves:* Parry

**Blunted:** This weapon inflicts exhaustion, not injury.

CHAINMAIL 000

**Tightly woven:** When you take a few seconds to repair this armor after a fight, clear 1 box of decay on this item.

**Weighty:** This item counts for two additional boxes of decay when determining if a vagabond is burdened.

- your reputation

|                |    |   |   |   |    |   |   |   |    |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |
|----------------|----|---|---|---|----|---|---|---|----|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|
| DENIZENS       | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | +3 |
| THE MARQUISATE | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | +3 |
| THE EYRIE      | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | +3 |
|                | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | +3 |

# The Tinker



## your species

fox • mouse • rabbit • bird • beaver • \_\_\_\_\_

## your look

man • woman • ambiguous • androgynous

scattered • organized • grubby • singed

eccentric tool belt • beautiful whetstone  
former patron's insignia • massive packs

## your demeanor

hopeful • cheerful • inquisitive • cynical

You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Tinker. An adept, clever vagabond, interested in mechanisms and craftsmanship, perhaps possessed of ideas that separate you from those around you.

## your background

### Where do you call home?

- ☐ \_\_\_\_\_ clearing
- ☐ the forest
- ☐ a place far from here

### Why did you become a vagabond?

- ☐ I was thrown out of my home for my crazy ideas
- ☐ My home was destroyed in battles
- ☐ I craved adventure
- ☐ I need to find and save my family
- ☐ I need to hide my invention

### Who have you left behind?

- ☐ my mentor
- ☐ my family
- ☐ my best friend
- ☐ my loved one
- ☐ my leader

### Which faction have you served the most?

(mark two prestige for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

### With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

## your connections

**PROFESSIONAL:** \_\_\_\_\_ and I have been working together well for a while. We read each other's moves easily.

*If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they are attempting roguish feats, you gain choices on the help move as if you had marked two exhaustion when you mark one.*

**FAMILY:** \_\_\_\_\_ and I had each other's back when we were run out of a clearing because our natures got out of hand.

*When you help them fulfill their nature, you both clear your exhaustion track.*

injury  
□ □ □ □

exhaustion  
□ □ □ □

decay  
□ □ □ □

Charm  
-1

Cunning  
+2

Finesse  
+1

Luck  
+0

Night  
+0

choose your nature

or

# RADICAL

Clear your exhaustion track when you espouse dangerous ideas to the wrong audience.

- weapon skills -

Family:

## - your drives

choose one bolded  
weapon skill to start

- ☐ **Greed:** You advance when you secure a serious payday or treasure.
- ☐ **Ambition:** You advance whenever your reputation increases with a faction.
- ☐ **Revenge:** Name your foe. You advance when you cause significant harm to them or their interests.
- ☐ **Protection:** Name your ward. You advance when you protect them from significant danger, or when seasons turn and your ward is safe.

- |                                        |                                         |
|----------------------------------------|-----------------------------------------|
| <input type="checkbox"/> <b>Cleave</b> | <input type="checkbox"/> <b>Murder</b>  |
| <input type="checkbox"/> <b>Harry</b>  | <input type="checkbox"/> <b>Parry</b>   |
| <input type="checkbox"/> Blind         | <input type="checkbox"/> Disarm         |
| <input type="checkbox"/> Improvise     | <input type="checkbox"/> Quick Shot     |
| <input type="checkbox"/> Trick Shot    | <input type="checkbox"/> Vicious Strike |

you get Workshop and Repair, and choose one more

- **WORKSHOP:** You have a place where you work on long-term projects. Choose its location on the map and three features:

- ✦ Booby traps, an aide or assistant, assorted wood and metal, useful hand tools, food and water, medicine, a forge and anvil, a loom, cages, an alchemical stand

Choose and underline two downsides to your workshop:

- ✱ Difficult to reach, known and accessible to many, small supply stores, scrounged equipment, poorly defended, dependent on a local resource

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of something, decide what and tell the GM. The GM will give you between 1 to 4 conditions you must fulfill to accomplish your goal, including time taken, materials needed, help needed, or the limits on the project. When you accept and accomplish the conditions, you accomplish the goal.

- **REPAIR:** When you repair destroyed personal equipment at your workshop, the GM will set one condition as per the workshop move. Fulfill it, and clear all decay for that equipment. When you repair damaged personal equipment at your workshop, you do it as long as you have tools and resources. Clear all decay for that equipment.

- **BIG POCKETS:** Take one extra box of general decay.

- ❑ **JURY RIG:** When you create a makeshift device on the fly, roll with Cunning. On a hit, you create a device that serves a purpose once, and then breaks. On a 10+, choose one:

- ✿ It works exceptionally well
- ✿ You get an additional use out of it

On a miss, the device works, but it has an unintended side effect that the GM will reveal when you use it.

- ❑ **NIMBLE MIND:** When you *attempt roguish feats* involving mechanisms or locks, mark decay to roll with Cunning instead of Finesse.

- ❑ **GIVE AND TAKE:** When you *wreck* a mechanism or lock with precise understanding, roll with Cunning instead of Might. On a 7-9, instead of not controlling your own strength, you discover an unexpected aspect of the mechanism; you still wreck it, but you also cause an unforeseen consequence.

## - your equipment

SMITHING HAMMER ☐ ☐

*Range:* Intimate, close

**Heavy bludgeon:** Mark exhaustion to ignore the enemy's armor when you inflict an injury.

LEATHER ARMOR □□

**Flexible:** When you *grapple with someone*, mark exhaustion to ignore the first choice they make.

- your reputation

|                |    |   |   |   |    |   |   |   |    |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |
|----------------|----|---|---|---|----|---|---|---|----|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|
| DENIZENS       | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | +3 |
| THE MARQUISATE | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | +3 |
| THE EYRIE      | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | +3 |
|                | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | +3 |

# The Vagrant



## your species

fox • mouse • rabbit • bird • opossum • \_\_\_\_\_

## your look

man • woman • ambiguous • androgynous

mangy • wild • cobbled-together • inconspicuous

stolen military rank insignia • tattered cloak  
makeshift luck charm • gambling dice, cards, or sticks

## your demeanor

excited • bland • thoughtful • angry

You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Vagrant. A charming, survivor vagabond, using words to get out of dangerous situations, perhaps even setting possible predators upon each other to keep them away from yourself.

## your background

### Where do you call home?

- ☐ \_\_\_\_\_ clearing
- ☐ the forest
- ☐ a place far from here

### Why did you become a vagabond?

- ☐ I was cast out for being a troublemaker
- ☐ I got in a fight with a powerful denizen
- ☐ I fell in love with the wrong denizen
- ☐ I rebelled from the leadership of my home clearing
- ☐ I felt deep wanderlust

### Who have you left behind?

- ☐ my partner in crime
- ☐ my family
- ☐ my loved one
- ☐ my boss
- ☐ my best friend

### Which faction have you served the most?

(mark two prestige for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

### With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- ☐ the Eyrie Dynasty
- ☐ the Marquisate
- ☐ the Denizens
- ☐ \_\_\_\_\_
- ☐ none

## your connections

**FAMILY:** After \_\_\_\_\_ and I pulled off an impressive heist and stole something very valuable from a powerful faction, my bad choices landed me in dire straits. But they bailed me out, and we've been close ever since.

*When you help them fulfill their nature, you both clear your exhaustion track.*

**WATCHER:** \_\_\_\_\_ saw through one of my cons, and turned it back on me. How? Why did we forgive each other?

*When you figure them out, you can always ask "Are you telling the truth?", even on a miss.*

injury  
□ □ □ □

exhaustion  
□ □ □ □

decay  
□ □ □ □

Charm  
+2

**Finesse**

-1

Luck  
+0

Night  
+0

choose your nature

or

# HUSTLER

Clear your exhaustion track when you spring  
a complicated con on a dangerous mark.

- weapon skills -

### Watcher:

choose one bolded  
weapon skill to start

## - your drives

choose two

- ☐ **Chaos:** When you topple an tyrannical or dangerously overbearing figure or order, you advance.
- ☐ **Thrills:** You advance when you escape from certain death or incarceration.
- ☐ **Clean paws:** You advance when you obtain something valuable or accomplish a difficult goal without any non-vagabond having strong evidence of your wrongdoing.
- ☐ **Wanderlust:** You advance when you enter a clearing you've never been to, or you've only been to a long time ago.

- |                                     |                                         |
|-------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Harry      | <input type="checkbox"/> Improvise      |
| <input type="checkbox"/> Murder     | <input type="checkbox"/> Parry          |
| <input type="checkbox"/> Blind      | <input type="checkbox"/> Cleave         |
| <input type="checkbox"/> Disarm     | <input type="checkbox"/> Quick Shot     |
| <input type="checkbox"/> Trick Shot | <input type="checkbox"/> Vicious Strike |

## - your moves

choose three

- ❑ **INSTIGATOR:** When you *trick* an NPC into fighting another NPC, you can remove one option from the 7-9 list—they cannot choose that option instead of doing what you want.
  - ❑ **PLEASANT FACADE:** When you suck up to or otherwise butter up an unsuspecting NPC, roll with Charm. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1 for 1 to deflect their suspicion or aggression away from you onto someone or something else. On a miss, your attempts at flattery are suspicious—they're going to keep their eye on you.
  - ❑ **DESPERATE SMILE:** When you *trust fate to see you through* by begging, pleading, or abasing yourself, roll with Charm instead of Luck.
  - ❑ **CHARM OFFENSIVE:** When you play upon an enemy's insecurities, concerns, or fears to distract them with words during a fight, roll with Cunning. On a hit, you create an opening for yourself—make any available weapon move against them at +1, or strike quickly and deal injury to them. On a 7-9, you also tick them off; they aren't listening to you anymore, no matter what you do, until the situation drastically changes. On a miss, you infuriate them—they come at you, hard, and you're not prepared.
  - ❑ **LET'S PLAY:** When you play a game of skill and wit to loosen another's tongue, roll with Charm. On a hit, they let slip something useful or valuable. On a 7-9, you have to lose the game to get them there; mark one decay. On a miss, they're better than you ever thought; either mark one decay and cut your losses, or mark three decay and they'll start talking.
  - ❑ **POCKET SAND:** Take the weapon move *Blind*. When you throw something to blind an opponent, roll with Cunning instead of Finesse.

- your equipment

MOUSEFOLK SHORT SWORD ☐ ☐

*Range:* close

**Mousefolk Steel:** Mark decay on this sword to *engage sword-to-sword* using Cunning instead of Might.

**LONGBOW** ☐ ☐ ☐ ☐

*Range:* far | *Special Moves:* Harry

LEATHER ARMOR ☐ ☐

*Flexible*: when you *grapple with someone*, mark exhaustion to ignore the first choice they make.

## - your reputation

|                |    |   |   |   |    |   |   |   |    |   |   |   |    |   |   |   |   |   |    |   |   |   |   |   |    |   |   |   |   |   |    |
|----------------|----|---|---|---|----|---|---|---|----|---|---|---|----|---|---|---|---|---|----|---|---|---|---|---|----|---|---|---|---|---|----|
| DENIZENS       | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
| THE MARQUISATE | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
| THE EYRIE      | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |
|                | -3 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | -1 | 0 | 0 | 0 | +0 | 0 | 0 | 0 | 0 | 0 | +1 | 0 | 0 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | +3 |



# Advancement

Over the course of play, the vagabonds will change and grow. They'll earn prestige with some factions and enmity with others. They will become more skilled and more capable, even as the problems before them become more and more complicated.

To represent these changes, the vagabonds can advance through their drives, and they can update their natures, drives, and connections.

## Advancement

Vagabonds advance by following their drives. Each drive lists a condition by which the vagabond can advance. Ultimately, the GM is the judge of whether or not the vagabond has met their drive condition, but players should call to the GM's attention when they think they have met a drive condition.

When you advance by following a drive and meeting its condition, choose one from the list:

- ✦ Take +1 to a stat (max +2)
- ✦ Take a new move from your playbook (max 5 moves from your own playbook)
- ✦ Take a new move from another playbook (max 2 moves from another playbook)
- ✦ Take up to two new weapon skills (max 8 total)
- ✦ Add 1 box to any one harm track
- ✦ Take up to two new connections (max 6 total)

**Importante note:** You cannot take more than one advance per drive per session. So even if you think you've hit the same drive multiple times in a single session, you only get to advance once. You can advance once per session for each of your drives, however, meaning you can advance twice per session at most.

If a vagabond follows their drive and meet its condition during play, their player can and should call attention to it immediately. As long as it suits the fiction, they can take their advance immediately—it might be tough for an Arbiter to take the move **Workshop** from the Tinker in the middle of a fight, but it's absolutely fine for the Arbiter to take **Brute** while smashing through Eyrie forces.

**At the end of every session,** the group spends some time going over everyone's drives. This is a chance to give credit to a vagabond who actually earned an advancement during play but didn't call it out. If they fulfilled the condition of their drive during play, they can take their advancement then, at session's end.

## Updating Vagabonds

Sometimes, a vagabond's nature, drive, or connections will stop making sense. A ranger fully satisfies their revenge. An arbiter breaks with their "master." A thief sways towards radicalism over kleptomania. A friendship cools and becomes professional, or strengthens and becomes a familial bond.

Changing these elements of a vagabond is not a matter of advancement, but it is important that a vagabond's nature, drives, and connections continue to reflect the state of the fiction.

At the end of any session, each vagabond may change their choice of one drive, their nature, or one connection. Whatever they choose to change, they replace with a new version chosen from any of the options across all the playbooks. For example, a ranger who fully satisfies their Revenge drive would choose a new drive from any playbook to replace it.

All vagabonds will always have two drives and one nature, though they may gain more connections through advancement. But they will never decrease or increase their total drives, natures, or connections by updating them.

In moments of particularly catastrophic change, a vagabond might change many things at once—for instance, a betrayal from a dear friend could change a connection and a drive at the same time. However, this should be used sparingly and at the GM's discretion.

# Treasure

Many vagabonds focus on filling their pouches with hard-won coin. Whether they take on jobs for wealthy Marquisate nobility or plunder ancient ruins in the hope of finding valuable artifacts, they're looking for treasure.

The Woodland has no single currency. As such, denizens of the Woodland are used to barter and trading goods.

In the game, this economy manifests in a few ways. First, the basic unit of value is a box of decay. A vagabond's general decay includes objects and items of some value, such that a vagabond can use general decay to "pay" for new items and services by marking boxes.

Next is the value of equipment. Each piece of equipment has a "value" roughly equivalent to:

- ✦ Boxes of decay, plus
- ✦ Number of weapon skills available, plus
- ✦ Number of special traits

So, a good, well-made sword with three boxes of decay, one weapon skill available, and one special trait would be roughly worth 5 boxes of general decay. **At the GM's discretion, negative traits can decrease value, as well.**

Finally, treasures or sacks of coin or other items that only have value, not utility, also exist on the same scale. There are relatively few such items in the Woodland—the denizens live mostly pragmatic lives. But sometimes a vagabond will find such a treasure in a ruin, or they will be paid by a Marquisate baron with a sack of coin.

A bag of coin or similar stack of cash is represented as a piece of equipment with boxes of decay equal to its equivalent value. Vagabonds can spend those boxes one at a time to buy goods or services as they choose, including to replenish their general decay one box at a time, or buy repairs to equipment one box at a time.

A treasure that is a singular object should be represented as a piece of "equipment" with a number of boxes of decay equal to its value. A beautiful golden scepter might be worth 7 boxes of decay, for example.

Unlike a bag of coins, you're not going to be able to just check off a few boxes of that scepter to buy something. A singular object cannot be broken up—it's an all or nothing exchange. You'll have to give over the object whole, so make sure you get something that's worth it!

Finally, vagabonds can't carry infinite amounts of stuff. A vagabond can carry equipment totalling 12 + twice their Might in boxes of decay, NOT including their general decay, without being burdened. Past that, they become **burdened**. Beyond the GM making appropriate moves and following the fiction, burdened vagabonds have to mark one exhaustion whenever they travel. The absolute maximum they can physically carry is 20 + twice their Might in equipment boxes of decay carried.

## Buying and Selling

When a vagabond goes to buy or sell something, it's not always a simple, rote affair, a comparison of boxes. The denizen on the other end of the bargain matters! If they don't like vagabonds, or mistrust denizens of the vagabond's species, or see no use for gold... they'll bargain, dicker, or even refuse to deal.

The GM makes the call on how NPC denizens react and respond to deals, but should base it on the situation at hand. If the vagabond is trying to buy in a clearing they've saved, full of denizens with whom they have a high reputation, then buying may be very simple! But in a hostile clearing, they may not be able to buy a darn thing.

## List of Sample Equipment Tags

- ✦ **Arrow-proof:** Ignore the first injury you suffer from arrows in a scene.
- ✦ **Blunted:** This weapon inflicts exhaustion, not injury.
- ✦ **Cumbersome:** Mark one exhaustion while you wear your armor—clear one exhaustion when you take it off.
- ✦ **Fast:** Mark decay when engaging sword-to-sword to suffer 1 fewer harm, even on a miss.
- ✦ **Flexible:** When you grapple with someone, mark exhaustion to ignore the first choice they make.
- ✦ **Foxfolk steel:** Ignore the first box of decay you mark on this item each scene.
- ✦ **Hair trigger:** Mark decay to target at close range.
- ✦ **Heavy bludgeon:** Mark exhaustion to ignore the enemy's armor when you inflict an injury.
- ✦ **Iron bolts:** Ignore the enemy's armor when you inflict an injury.
- ✦ **Large:** Mark exhaustion to affect a second target within reach with the results of your "engage sword-to-sword" move; they inflict harm on you as well.
- ✦ **Mousefolk steel:** Mark decay on this weapon to engage sword-to-sword with Cunning instead of Might.
- ✦ **Oiled string:** Mark decay to murder at close range.
- ✦ **Quick:** Mark exhaustion with this weapon to engage sword-to-sword with Finesse instead of Might.
- ✦ **Rabbitfolk steel:** Mark decay on this weapon to engage sword-to-sword using Finesse instead of Might.
- ✦ **Reach:** Mark decay on this weapon to nullify an enemy's non-reach return strike when you engage them sword-to-sword.
- ✦ **Sharp:** Mark decay when engaging sword-to-sword to inflict 1 additional harm, even on a miss.
- ✦ **Tightly woven:** When you take a few seconds to repair after a fight, clear 1 box of decay on this item.
- ✦ **Versatile:** You can engage sword-to-sword with this weapon at intimate range and close range.
- ✦ **Weighty:** This item counts for two additional boxes of decay when determining if a vagabond is burdened.

# Gamemaster

## Agendas

- ✧ Make the Woodland seem large, alive, and real
- ✧ Make the vagabonds' lives adventurous and important
- ✧ Play to find out what happens

## Principles

- ✧ Describe the world like a living painting.
- ✧ Address yourself to the characters, not the players.
- ✧ Be a fan of the vagabonds.
- ✧ Make your move but misdirect.
- ✧ Sometimes, disclaim decision making.
- ✧ Make the factions and their reach a constant presence.
- ✧ Give denizens drives and fears.
- ✧ Follow the ripples of every major action.
- ✧ Remind them of their outcast status.
- ✧ Bring danger to seemingly safe settings.

## Moves

- ✧ Inflict injury, exhaustion, decay, or morale (as established).
- ✧ Reveal an unwelcome truth.
- ✧ Show signs of an approaching threat.
- ✧ Capture someone.
- ✧ Put someone in a spot.
- ✧ Disrupt plans and schemes.
- ✧ Make them an offer to get their way.
- ✧ Show them what a faction thinks of them.
- ✧ Turn their move back on them.
- ✧ Activate a downside of their background, reputation, or equipment.
- ✧ After every move, "what do you do?"

## If you get stuck...

### Give them a carrot or a stick.

They're vagabonds — there's a good chance they'll seize on a dangled opportunity for profit, revenge, whatever fits their drives. But also, they're vagabonds — plenty of denizens mistrust them, and a knife at your throat is plenty good motivation to act.

### Show a faction's fangs.

Every faction in the game can be threatening — even the denizens, if they want to. When the fangs come out, things start happening.

### Target their reputations.

If they want to look like good guys, then threaten that with possible notoriety. If they don't mind being criminals, threaten that with someone who looks up to them.



## Creating NPCs

When you create a new NPC, give them a **name**, a **description** (including species), a job, and a **drive**.

When they get into a real fight or would mark harm, give them **harm tracks** and/or **attacks**.

Give them injury, exhaustion, decay, and morale harm tracks with at least 1 box and no more than 5 boxes in each track for a single character.

Choose their weapon, with a range (intimate, close, far) and an amount of harm that it deals (at least 1 injury or exhaustion, often more). A lethal weapon deals more injury, a tricky or tiring weapon deals more exhaustion, a bashing or breaking weapon deals more decay.

### Groups of NPCs can be treated as mobs.

- **5-10 AVERAGE DENIZENS ARE A SMALL MOB:** 3 boxes of each harm type, deals x2 normal harm
- **10-20 AVERAGE DENIZENS ARE A MEDIUM MOB:** 5 boxes of each harm type, deals x3 normal harm
- **20+ AVERAGE DENIZENS ARE A LARGE MOB:** 7 boxes of each harm type, deals x4 normal harm

## Names

Aimee • Alvin • Anders • Alyse • Bhea • Billi • Braden  
Buford • Cesspyr • Cinder • Constance • Cloak • Dawna  
Dewly • Doneel • Dugan • Ellaine • Emmie • Ewan  
Edward • Flannera • Fog • Foster • Frink • Gemma  
Golden • Greta • Gustav • Harper • Henny • Hinnic  
Howerd • Igrin • Ilso • Inda • Irwen • Jacly • Jasper  
Jinx • Johann • Keilee • Keera • Kagan • Konnor  
Laina • Lindyn • Lockler • Longtooth • Masgood • Mint  
Monca • Murty • Nail • Nan • Nigel • Nomi • Olaga  
Omin • Orry • Oxley • Pattee • Phona • Pintin • Prewitt  
Quay • Quentin • Quill • Quinella • Reece • Rhodia  
Roric • Rose • Sarra • Selwin • Stasee • Sorin • Tammora  
Thickfur • Timber • Tondric • Ulveny • Ulvid • Ummery  
Urma • Vance • Vennic • Vittora • Vost • Wanda  
Wettlecress • Whickam • Woodleaf • Xander • Xara  
Xeellie • Xim • Yasmin • Yates • Yolenda  
Yotterie • Zachrie • Zain • Zoic • Zola

## Species

badger • beaver • bluejay • cat • fox  
hawk • lizard • mouse • opossum • otter • owl  
raccoon • rabbit • squirrel • wolf

## Drives

to get revenge • to get rich • to make family safe  
to make home safe • to gain power • to explore  
to build something magnificent • to resist invaders  
to defend the weak • to destroy an enemy • to wage war  
to prove worth • to undermine a figure of power  
to find comfort • to serve a higher cause • to escape  
to negotiate peaceful resolutions • to survive at all costs  
to earn social status and position • to take control  
to exert power and authority on others • to lay waste

## NPC Harm Tracks

Here are some preplanned harm tracks you can use for your NPCs, depending upon who and what exactly they are.

### 1 INJURY, 1 EXHAUSTION, 1 DECAY, 1 MORALE

Pretty standard. Default to this for any given denizen. Remember, multiple denizens in a group can add up their tracks, so just multiply this track by 3 for a small group, 5 for a medium group, or 7 for a large group.

### 3 INJURY, 2 EXHAUSTION, 3 DECAY, 2 MORALE

A brute or a bruiser. A real threat to any individual vagabond, and even tough enough to threaten the band.

### 1 INJURY, 2 EXHAUSTION, 1 DECAY, 3 MORALE

A leader, not a fighter. Someone more likely to be in charge, and not to try to fight on their own.

### 2 INJURY, 2 EXHAUSTION, 3 DECAY, 3 MORALE

A lieutenant, committed to serving another's cause.

### 5 INJURY, 5 EXHAUSTION, 2 DECAY, 4 MORALE

A bear.

## NPC Attacks

Here are a few possible weapons and attacks NPCs can use against the vagabonds:

**STANDARD BLADE:** 1 injury.

**LARGE BLADE OR AXE, WIELDED WITH STRENGTH:** 2 injury.

**TRICKY WEAPON, LIKE A WHIP:** 1 injury, 1 exhaustion.

**HEAVY WEAPON, LIKE A HUGE TWO-HANDED HAMMER:** 1 injury, 1 decay.

**WIELDED BY A SKILLED AND CUNNING FIGHTER:** +1 exhaustion.

**WIELDED BY A POWERFUL AND MIGHTY FIGHTER:** +1 injury.

**AIMING TO HARM ONLY EQUIPMENT:** convert all harm to decay, +1 decay.

## Inflicting Harm

As the GM, you inflict harm whenever it fits the fiction, as one of your moves. This means that if a vagabond goes through an exhausting experience, you should inflict exhaustion on them, usually 1 or 2. If a vagabond's equipment would be damaged by trying to scrape through a tight space in a castle wall, you might inflict 1 or 2 decay on them. If a vagabond jumps from a tree, 40 feet from the ground, you might say that the BEST case scenario after trusting fate — the result of a 10+ — is marking 1 injury, because it's just too high.

Inflicting harm isn't a punishment, and it isn't a stick to discourage action — it's a way to stay true to the fiction, to make the Woodland seem real, to highlight the consequences of the vagabonds' actions in a way that honors their choices. If a vagabond can jump 40 feet without risking injury, then the Woodland loses its drama.



Sample Map from the Root Board Game





# Map of the Woodland

When you start a new game of Root, you will need a map of your version of the Woodland. You can use a preexisting map (like that of the board game itself!) or you can create a new map. Your map will always have 12 total clearings.

If you use a preexisting map, then you're set. That map will detail major populations, paths, and some important features. Skip to "Control of Clearings".

If you are creating a new map, read on.

## Map Creation

Take a blank sheet of paper (or some other drawing surface). Start by making 1 clearing—a single circle, close to a corner of the drawing surface. Roll for that clearing's dominant community, its number of paths, and its name.

Draw a number of lines coming out of that clearing equal to its number of paths. Draw an icon in the circle to indicate its dominant community.

Then draw a new circle—a new clearing—at the end of one of those paths, and roll for its dominant community, name, and number of paths. Draw new paths, new lines from the new clearing, but remember—the existing path counts towards its total paths, so only draw new lines coming out of it equal to the remainder.

Continue drawing new circles at the end of paths. Connect paths and clearings where possible to keep your woodland connected. Draw new paths so they point towards existing paths, making it easier to place a clearing that connects to multiple paths.

You can only have 4 clearings of each kind of dominant community. Once you have 4 rabbit communities, for example, re-roll every time you would roll a rabbit community from that point forward.

You can only use each community name once. If you get the same name, either read the dice the other way so as to find a new name, or re-roll.

Stop adding clearings when you reach 12 total clearings. Any unfinished paths then remain unconnected—you can erase them, or keep them as markers of failed, unfinished paths in the Woodland, or perhaps paths to clearings that no longer exist...

## Dominant Community

| 1D6 | DOMINANT COMMUNITY |
|-----|--------------------|
| 1–2 | Rabbit             |
| 3–4 | Mouse              |
| 5–6 | Fox                |

## Number of Paths:

| 2D6   | NUMBER OF PATHS |
|-------|-----------------|
| 2     | 1               |
| 3–4   | 2               |
| 5–9   | 3               |
| 10–11 | 4               |
| 12    | 5               |

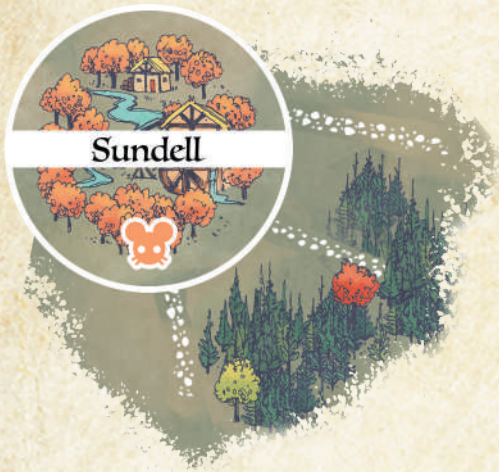
## Name

| 2D6 | 1–2              | 3–4        | 5–6            |
|-----|------------------|------------|----------------|
| 1   | Patchwood        | Underleaf  | Ironvein       |
| 2   | Clutcher's Creek | Pinchorn   | Sundell        |
| 3   | Rooston          | Milltown   | Oakenhold      |
| 4   | Limberly         | Allaburrow | Blackpaw's Dam |
| 5   | Flathome         | Tonnery    | Firehollow     |
| 6   | Opensky Haven    | Icetrap    | Windgap Refuge |

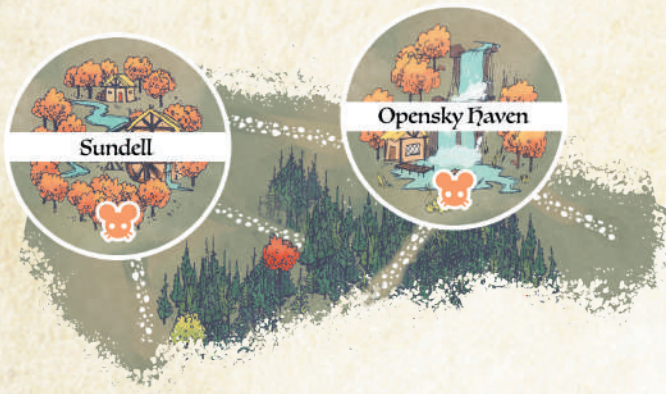


## An Example of Woodland Creation

I draw my first circle and roll. I get a 3 for dominant community, a 7 for number of paths, and a 2+6 for name. That means my new clearing is a mouse community with 3 paths and the name of *Sundell*.

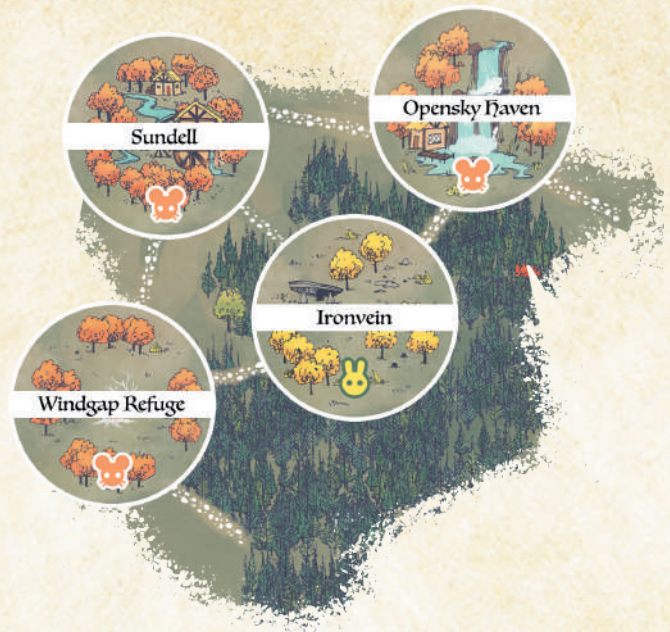


Next, I draw my next clearing and roll. I got a 4 for dominant community, a 5 for number of paths, and a 6+2 for name. So that means it's a clearing with a mouse community dominant, 3 paths, and the name of *Opensky Haven*.



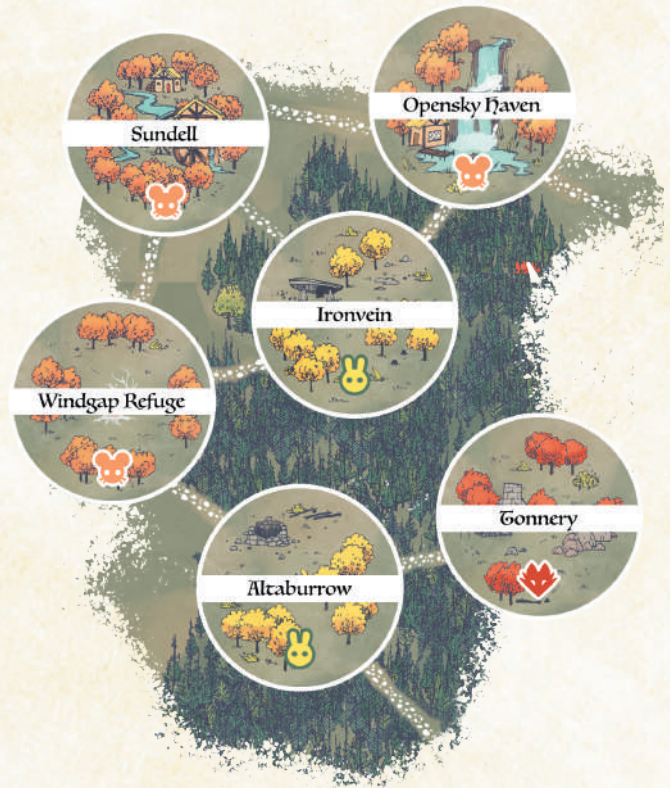
For my next clearing, lodged between the two existing paths, I roll a 1 for community, a 7 for paths, and a 6+1 for name. So it's a rabbit-dominant clearing, with 3 paths, and the name of *Opensky Haven*—except we've already used that! So I just read the dice the other way for the name, and get *Ironvein*.

Then I roll for another, and I get 3, 9, and 6+6—a mouse clearing with 3 paths named *Windgap Refuge*.



For the next clearing, I get 1 (rabbit clearing), 6 (3 paths), and 2+6—*Sundell*. That's already used, and so is the name the other way around (*Opensky Haven*), so I just re-roll. I get 4+4, so it's *Allaburrow*.

Next is 6 (fox clearing), 2 (1 path), 5+4 (*Tonnery*).



Next: 3 (mouse clearing), 7 (3 paths), 1+4 (*Underleaf*). That's the fourth mouse clearing, which means if I roll a mouse clearing going forward, I'll just re-roll.

Next: 1 (rabbit clearing), 6 (3 paths), 3+4 (*Milltown*).



Next: 3 (mouse), 8 (3 paths), 5+6 (*Firehollow*). I can't have another mouse clearing, though, so I re-roll and get 1 (rabbit). That will be my fourth Rabbit clearing, so all the rest will be fox clearings.

Next: automatically fox clearing, 5 (3 paths), 3+4 (re-roll), 3+5 (*Oakenhold*).

Next: automatically fox clearing, 10 (4 paths), 5+5 (re-roll), 4+1 (*Limberly*). Because Limberly has 4 connections, and there's one nearby out of Allaburrow, I move that path to connect to Limberly.

Finally: automatically fox clearing, 7 (3 paths), 4+5 (*Blackpaw's Dam*). There are only two paths left open heading for Blackpaw's Dam, so it can't have the full 3 paths I rolled, but that's okay. I just connect those paths.

...and that's our Woodland!



## Control of Clearings

First, choose one “corner” of the Woodland—a place on the farthest edge of the entire map. If you want to determine the corner randomly, roll 1d6, and re-roll 5-6.

That “corner” is the Marquise de Cat’s stronghold, from which she runs her occupation of the Woodland. The Marquisate is in control of that clearing.

Then, go to the “opposite” corner of the Woodland. Choose a clearing there. That “corner” is the bastion of power for the Eyrie Dynasties, where they have a roost. The Eyrie is in control of that clearing.

## Stronghold Location

| 1D6 | CORNER           |
|-----|------------------|
| 1   | Northwest corner |
| 2   | Northeast corner |
| 3   | Southwest corner |
| 4   | Southeast corner |
| 5–6 | Re-roll          |

Then, choose where the PCs will start play. You can choose based on what you know of their characters, starting in a clearing that matters to them, or you can determine randomly, whether by rolling on the name chart until you land on the name of a clearing you’ve used, or rolling 1d12, or just dropping a die onto your map and seeing where it lands.

If the clearing where the PCs start play is neither the main stronghold of the Marquisate or the Eyrie, roll on the table below to determine control.

## Starting Clearing Faction

| 1D6 | CONTROLLING FACTION                                  |
|-----|------------------------------------------------------|
| 1   | The dominant population of that clearing controls it |
| 2–3 | The Eyrie Dynasty controls the clearing              |
| 4–6 | The Marquisate controls the clearing                 |

Then, to fill out the remaining control of the map, roll for each clearing, one at a time, on the following table. Read each roll only when you roll it—so “neighboring controlled clearings” are determined for each clearing at the time you roll.

## Controlling Faction

| 1D6 | CONTROLLING FACTION                                                                                                                       |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | The dominant population of that clearing                                                                                                  |
| 2   | The faction with the least neighboring controlled clearings (if a tie, the faction with the fewest overall controlled clearings)          |
| 3   | The faction with the most neighboring controlled clearings (if a tie, the faction with the fewer overall controlled clearings)            |
| 4–6 | The faction with the most neighboring controlled clearings (if a tie, the faction with the most overall controlled clearings controls it) |

Any further ties are broken in this order:

Marquisate ► Eyrie ►  
Denizens





## Important Landscape Features

(determine two of these)

## Encountering Clearings

If you want to provide additional detail on a clearing, or when the PCs first meaningfully hear about or encounter a new clearing, use these tools to flesh out its details.

| 1D6 | NOTABLE LANDSCAPE FEATURE |
|-----|---------------------------|
| 1   | River                     |
| 2   | Mine/Quarry               |
| 3   | Ruin                      |
| 4   | Pond                      |
| 5   | Bay                       |
| 6   | Caves                     |



## Important Inhabitants

(determine two of these)

| 2D6 | 1                 | 2              | 3             | 4            | 5             | 6             |
|-----|-------------------|----------------|---------------|--------------|---------------|---------------|
| 1   | Mayor             | Smith          | Guard Captain | Rebel Leader | Enemy Captain | Village Elder |
| 2   | Farmer            | Thief          | Local Regent  | Scholar      | Tax Collector | Doctor        |
| 3   | Armorer           | Merchant       | Noble         | Astronomer   | Healer        | Banker        |
| 4   | Rabble-rouser     | Bandit         | Mercenary     | Baker        | Tracker       | Historian     |
| 5   | Faction Recruiter | Tailor/Cobbler | Jeweler       | Sheriff      | Barber        | Monk          |
| 6   | Soldier           | Mason          | Assassin      | Gambler      | Minstrel      | Judge         |



## Important Buildings

(determine two of these)

| 2D6 | 1           | 2            | 3           | 4          | 5            | 6          |
|-----|-------------|--------------|-------------|------------|--------------|------------|
| 1   | Mill        | Forge        | Well        | Farm       | Kiln         | Town Hall  |
| 2   | Guard tower | Fence/Wall   | Longhouse   | Archive    | Larder       | Grain silo |
| 3   | Armory      | Infirmary    | Brewery     | Bakehouse  | Woodshop     | Warehouse  |
| 4   | Orchard     | Custom House | Market      | Monastery  | Tavern       | Inn        |
| 5   | Almshouse   | Barracks     | Schoolhouse | Bridge     | Dam          | Bank       |
| 6   | Fountain    | Prison       | Graveyard   | Courthouse | Trading Post | Aqueduct   |



## Problems

(determine two of these)

|   | 1               | 2                     | 3                        | 4                     | 5                 | 6                        |
|---|-----------------|-----------------------|--------------------------|-----------------------|-------------------|--------------------------|
| 1 | Bear            | Natural disaster      | Bandits                  | Enemy occupation      | Famine            | Sickness                 |
| 2 | Tyranny         | War                   | Money                    | Inequality            | Overpopulation    | Lack of development      |
| 3 | Corruption      | Dissent/rebellion     | Lack of crucial resource | Lack of skilled labor | Overtaxation      | Sabotage                 |
| 4 | Internal strife | Inflexible traditions | Prejudice                | Brutality             | Protection racket | Xenophobia               |
| 5 | Road damage     | Obsolescence          | Cultural assimilation    | Coup                  | Poisoned supplies | Dilapidated architecture |
| 6 | Fearmongering   | Warmongering          | Smugglers                | Thieves               | Censorship        | Strange mystery          |



## Where were they sent?

### 1D6

|     |                               |
|-----|-------------------------------|
| 1-3 | A forest between clearings    |
| 4   | The most isolated clearing    |
| 5   | The most connected clearing   |
| 6   | A faction-entrenched clearing |

## Initial Situation Generator

You can randomly generate the initial situation for a one-shot or the start of a campaign by rolling on these tables. Determine where they were sent, what they are there to do, who hired them, what the targets are, and one or two complications. Spend time thinking about how the pieces fit with the PCs and start playing!

## What are they there to do?

| 2D6 | 1-3                    | 4-6                   |
|-----|------------------------|-----------------------|
| 1   | Deliver an item        | Destroy an item       |
| 2   | Steal an item          | Repair/modify an item |
| 3   | Neutralize a threat    | Investigate a threat  |
| 4   | Eliminate a threat     | Spy on a threat       |
| 5   | Negotiate with a group | Raid a group          |
| 6   | Protect a group        | Disband a group       |

## Who hired them?

### 1D6

|   |                                                                                                                   |
|---|-------------------------------------------------------------------------------------------------------------------|
| 1 | “Trusted Benefactor”<br>A powerful leader of the faction with whom they collectively have the best reputation     |
| 2 | “Chance for Redemption”<br>A powerful leader of the faction with whom they collectively have the worst reputation |
| 3 | “Local Help”<br>A leader of a neighboring clearing                                                                |
| 4 | “Scratch my Back...”<br>A would-be usurper of the leadership of a neighboring clearing                            |
| 5 | “Aid the Underdogs”<br>A military representative of the faction with the least clearings under control            |
| 6 | “Stay on the Winning Side”<br>A military representative of the faction with the most clearings under control      |

## Targets: Items

| 2D6 | 1                | 2                          | 3                  | 4                     | 5                          | 6                      |
|-----|------------------|----------------------------|--------------------|-----------------------|----------------------------|------------------------|
| 1   | Goods-laden cart | Ink, pens, and parchment   | Treasure chest     | Exceptional armor     | Historical scroll          | Medical supplies       |
| 2   | Mill equipment   | Jewelry                    | Cookware           | Official missive      | Treaty                     | Valuable tome          |
| 3   | Forge equipment  | Official insignia or badge | Quality tools      | Ale, wine, or spirits | Reliquary                  | Clockwork mechanism    |
| 4   | Farm equipment   | Royal regalia              | Exceptional weapon | Collected taxes       | Strange device or relic    | Explosives             |
| 5   | Exceptional food | Important key              | Arms for a troop   | Map                   | Banner                     | Valuable raw materials |
| 6   | Subsistence food | Luxury goods               | Armor for a troop  | Roadsign              | Rudimentary printing press | Valuable trophy        |



## Targets: Threats

| 2D6 | 1                  | 2                     | 3                  | 4                         | 5                 | 6                          |
|-----|--------------------|-----------------------|--------------------|---------------------------|-------------------|----------------------------|
| 1   | Bear               | Heretical philosopher | Criminal outsiders | Xenophobic governor       | Rabblouser        | Dangerous spy              |
| 2   | Bandit captain     | Disloyal assassin     | Traveling thieves  | Unscrupulous doctor       | Satirical bard    | Insidious conspiracy       |
| 3   | Rogue commander    | Bounty hunters        | Isolationists      | Traveling charlatan       | Clever loanshark  | Secretive murderer         |
| 4   | Militant commander | Callous mercenaries   | Local garrison     | Unscrupulous smuggler     | Strict lawkeeper  | Determined treasure seeker |
| 5   | Reckless rebel     | Cunning rebel         | Greedy governor    | Overzealous guard captain | Strange seer      | Deceptive leader           |
| 6   | Dangerous vagabond | Rage-filled arsonists | Hateful governor   | Belligerent brute         | Defecting soldier | Vengeful leader            |



## Targets: Groups

| 2D6 | 1                      | 2                  | 3                      | 4                  | 5                  | 6               |
|-----|------------------------|--------------------|------------------------|--------------------|--------------------|-----------------|
| 1   | Minority denizen group | Military engineers | Mercenary company      | Messenger guild    | Prisoner caravan   | Smuggling ring  |
| 2   | Expeditionary force    | Tax collectors     | Traveling missionaries | Hunters band       | Honor guard        | Wealthy family  |
| 3   | Guard troop            | Front-line troop   | Carnival troupe        | Trailblazers union | Carpenters union   | Crime family    |
| 4   | Scouting troop         | Rebel insurgents   | Refugees               | Bakers guild       | Metalworkers guild | Deserter band   |
| 5   | Propaganda troop       | Local trade guild  | Banking collective     | Mining company     | Strange cult       | Vigilante group |
| 6   | Lawkeepers             | Ruling council     | Trade clan             | Merchant caravan   | Explorers band     | Vagabond band   |



## Complications

| 2D6 | 1                       | 2                       | 3                           | 4                    | 5                         | 6                           |
|-----|-------------------------|-------------------------|-----------------------------|----------------------|---------------------------|-----------------------------|
| 1   | False identity          | Surprising stakes       | War front                   | Friend on wrong side | Coercive threat           | Deep cultural divide        |
| 2   | Third party involved    | Local hostility         | Opposing agents             | Prejudice            | Enemy in power            | Frame job                   |
| 3   | Traitor                 | Target friendly         | Hidden/secure targets       | Resource scarcity    | Plague or illness abounds | Existential threat          |
| 4   | Innocents in crossfire  | Secrets and lies abound | Clingy hanger-on            | Watchful eyes        | Hidden motives            | Taboos and restrictions     |
| 5   | Great military presence | Natural disaster        | Old enemy appears           | Enticing offer       | Usurpation in progress    | Toothless laws              |
| 6   | Rampant corruption      | Time limit              | Ongoing intra-clearing feud | Strange phenomenon   | Vagabonds being hunted    | Clearing ruled unofficially |





## War

A game of **Root: The Tabletop Roleplaying Game** starts after the war for the Woodland has begun. The myriad factions of the Woodland are already at odds with each other at the start of play, and many places in the Woodland have already suffered.

To determine how a clearing has been impacted by the war upon encountering it, roll 2d6 + each faction either controlling or neighboring the clearing. (If there is only one faction both in control of the area and its neighbors, roll +1. If there is a different faction in control than the neighbors, roll +2. If there are two different faction neighbors and a third faction in control, roll +3.)

### 2–7: Untouched.

This clearing is by and large unaffected by the war directly. Its buildings haven't been stricken by destruction, and it doesn't have a particularly noteworthy buildup of martial forces or defenses.

### 8–10: Battle-scarred.

This clearing shows the signs of battle, the scars of fighting.

### 11–12: Occupied, battle-scarred.

This clearing has seen war, recently, and shows the scars. Furthermore, it is likely occupied, or has recently been occupied, by another faction.

### 13+: Fortified, battle-scarred, occupied.

This clearing has seen war, recently, and shows both the scars and the defenses required to survive. Furthermore, it is likely occupied, or has very recently been occupied, by another faction.

## Time Passing

Sometimes during play, the GM will say that time skips forward. This can happen during long term travel, or if the vagabonds decide to stay in a clearing and rest for a while.

When time passes, the war continues on. Roll for each faction, starting with the faction with the most controlled clearings and working down:

- +1 if that faction doesn't have control of the most clearings in the Woodland
- +1 if that faction hasn't been the target of major vagabond action recently
- 1 if that faction has suffered a blow from the vagabonds recently
- 1 if that faction has controlled the most clearing for more than one roll in a row

On a 10+, the faction has a major victory; choose 2. On a 7–9, the faction has a minor victory; choose 1.

- ✦ The faction takes control of a clearing adjacent to one it already controls (or, if it controls none, on the edge of the Woodland)
- ✦ The faction seizes an important figure in an enemy faction
- ✦ The faction obtains a valuable and substantial resource (and takes +1 on the next time passing roll if it retains control of that resource)
- ✦ The faction fortifies itself—mark a controlled clearing with fortifications. The next time an enemy faction would take control of a fortified clearing, they only remove the fortifications instead.

On a miss, the faction suffers a significant defeat. It loses control of one of its clearings (returning it to being controlled by its own denizens), loses a fortification, or loses a valuable resource.

